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#1 VIDEO GAME MAGAZINE

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PreViews!

Super Street Fighter II Turbo
Super R-Type III and MORE!

NBA JAM

Tournament Edition!
Hidden characters
you'll never see!

New MKII Characters? See inside!

An IDG Communications Publication
May 1994
$4.95 Canada $5.95

WARIO LAND:
Super Mario
Land 3!

THE HORDE!
Best 3DO
Game Yet?

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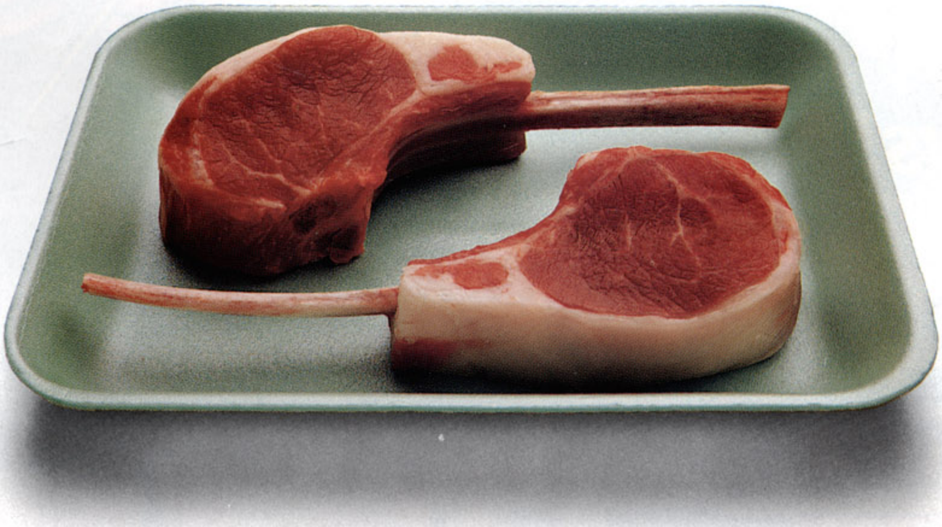
Before Super Metroid.

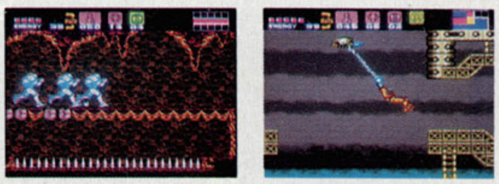


After Super Metroid.

SUPER METROID
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

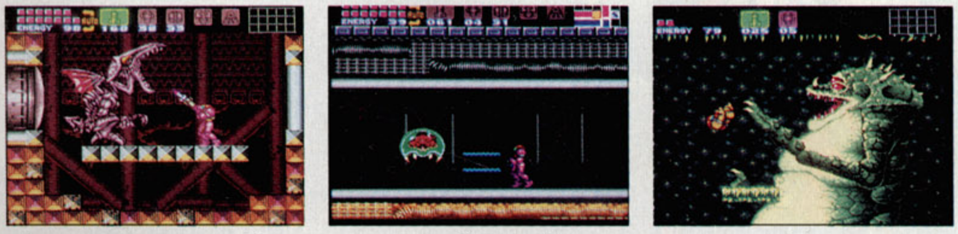
Such is the intensity of new Super Metroid® for the Super NES.® Six new worlds of wilder weapons, weirder weirdos and those ever-lovable life-sucking Metroid hatchlings. All waiting to turn you into so much dead meat.



If things get hairy, use the Speed Booster to outrun enemies, or snag a Grappling Beam. Or pray.

Luckily you're Samus Aran, so you've got more than good looks and a charming personality going for you. Like ice beams. Power bombs. Super missiles. Screw attacks. And other new implements of destruction.

In fact, with 24 megs of stuff, it's not just the biggest Metroid game ever. It's Nintendo's biggest game ever.



Ridley. Metroids. The giant lizard Kraid. And you thought you'd never look forward to getting beat up after school.

But don't even think about playing it unless you've got a Super NES. Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.

The Best Play Here

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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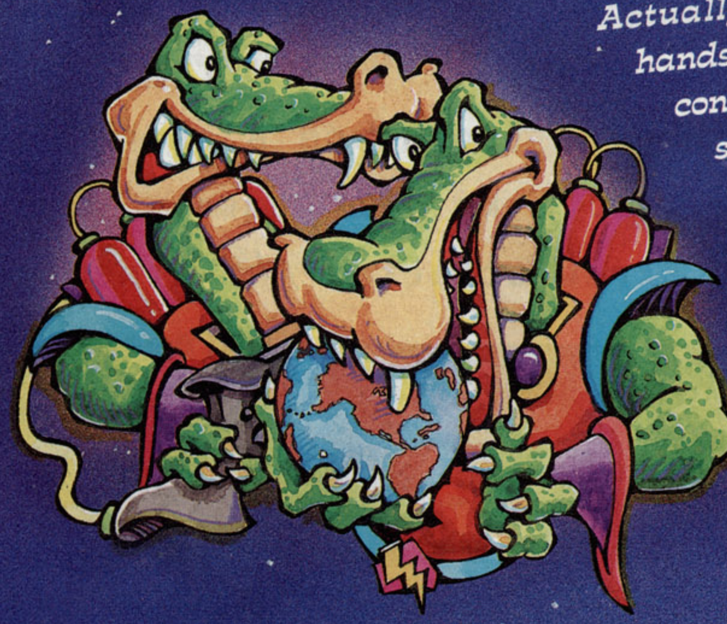
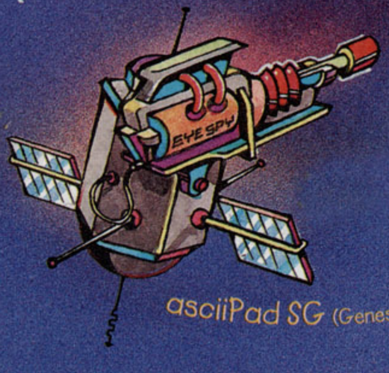
It all began when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.

Power Clutch (Genesis) The joystick that revolutionized the Sega.



Super Advantage (SNES) As close as you can get to an arcade joystick - but they don't have cool features like Turbo-Fire, Auto Turbo and Slow Mo.



asciiPad SG

asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, and Slow Mo. All this and cool looks, too.

Look for the Asciiware/Accolade "BARKLEY: SHUT UP AND JAM"™ Contest in this issue of GamePro!

*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.

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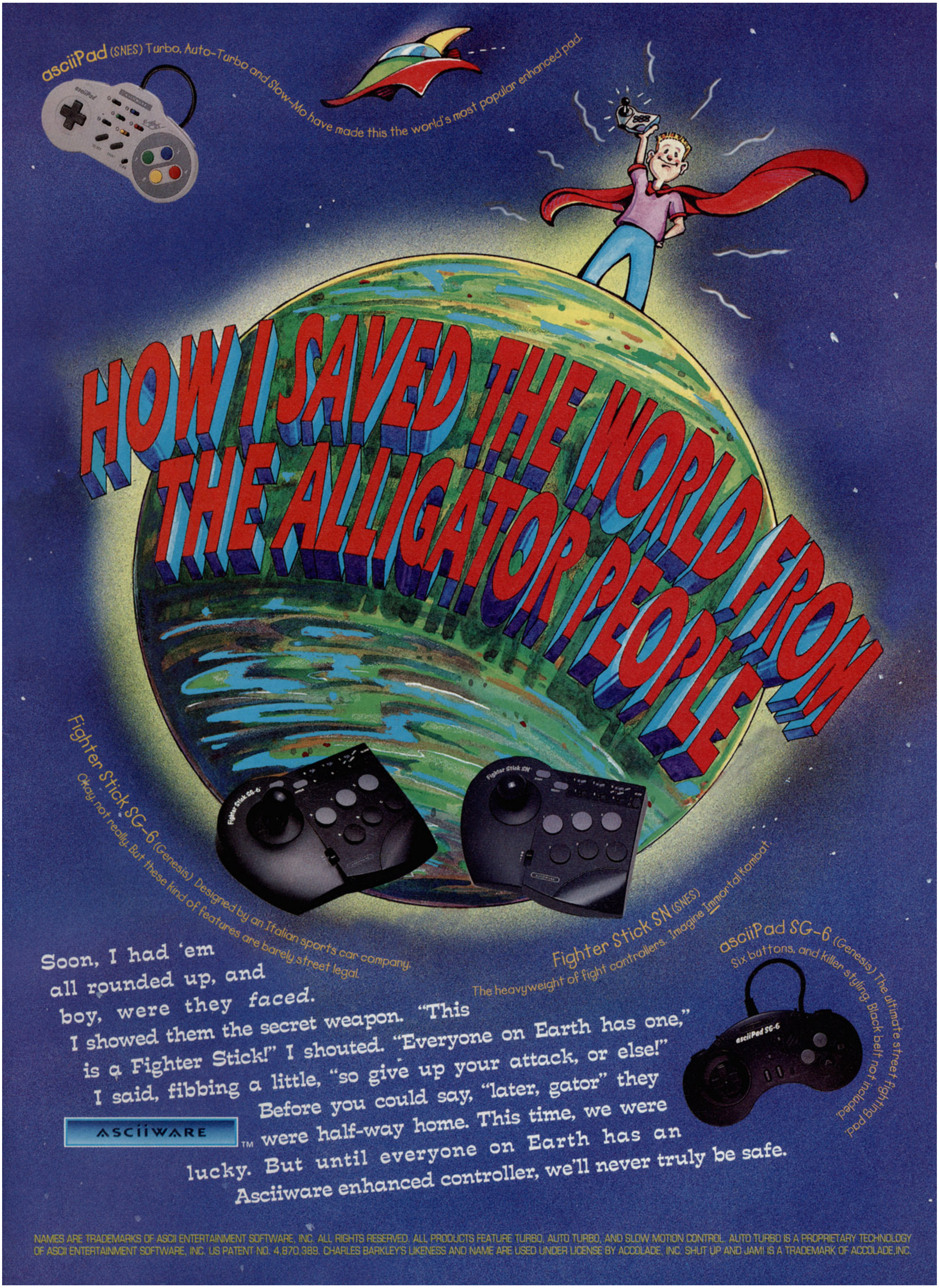

asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.
HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE
Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company.
Okay, not really. But these kind of features are barely street legal.
Fighter Stick SN (SNES)
The heavyweight of fight controllers. Imagine Immortal Kombat.
asciiPad SG-6 (Genesis) The ultimate street fighting pad.
Six buttons, and killer styling. Black belt not included.

Soon, I had 'em all rounded up, and boy, were they *faced.* I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE™

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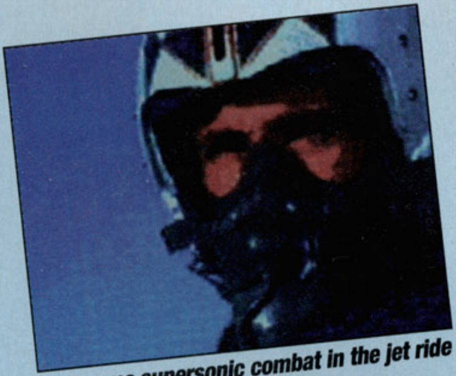
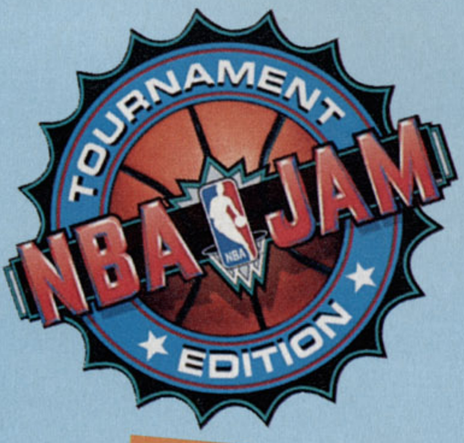
MORTAL KOMBAT

How do they do it? Turn to page 26 to find out about the Mortal makers.

Then, turn to page 142 to learn more than 60 MK II Fatalities!



Awesome supersonic combat in the jet ride of a lifetime. See page 52.


TOURNAMENT
NBA JAM
EDITION

Jam it! Check out this hot new coin-op. See page 22.

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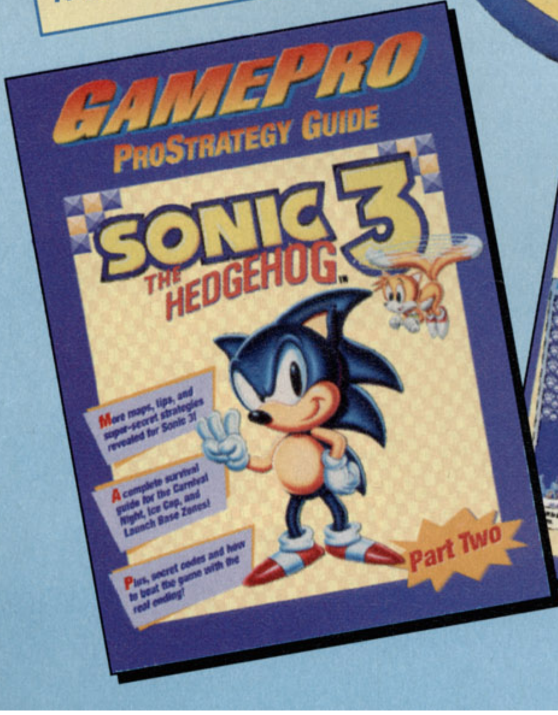
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ProStrategy Guide
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More maps, tips, and super-secret strategies revealed for Sonic 3!
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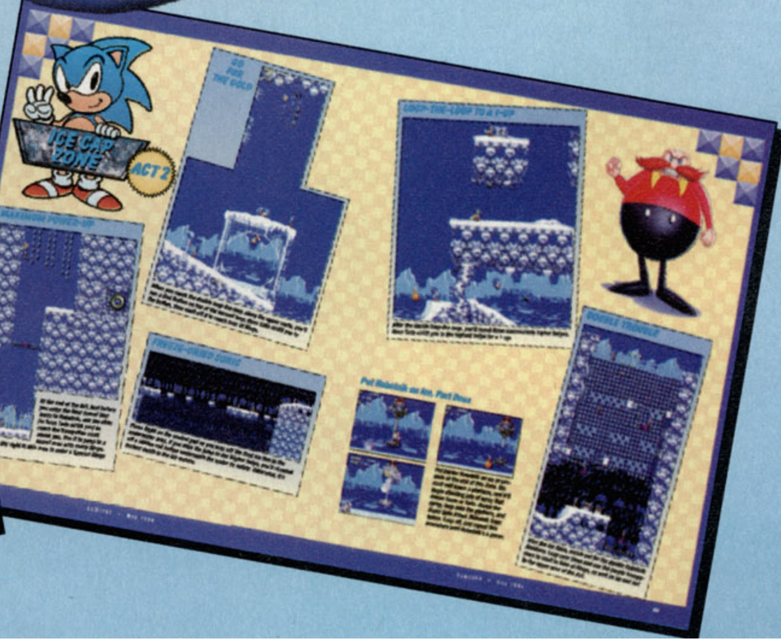
Part Two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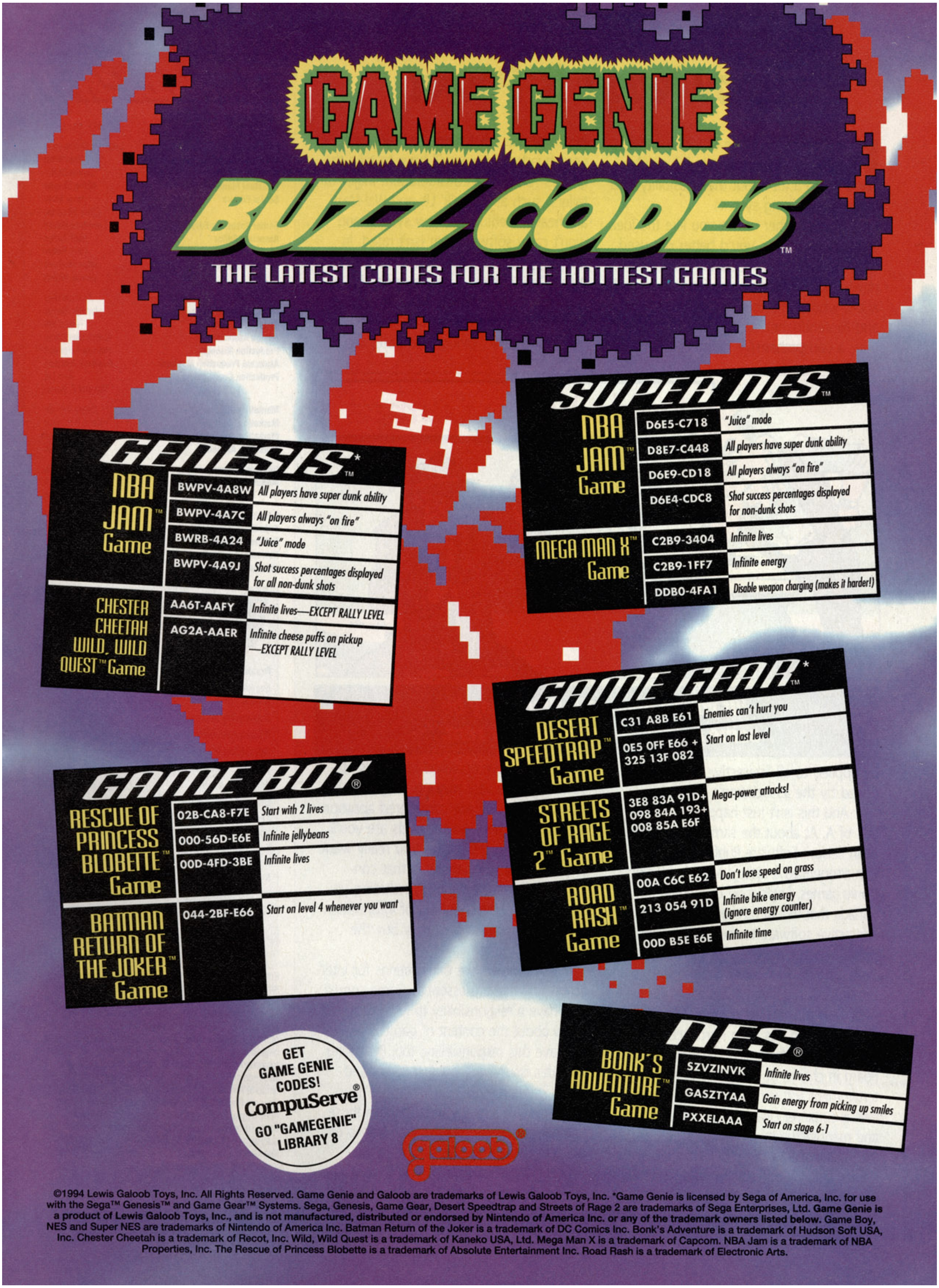

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	AG2A-AAER	Infinite cheese puffs on pickup —EXCEPT RALLY LEVEL

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Knowledge Is Power

Ever since the issue of video game violence heated up last fall, you've heard a lot about the possibility of a video game rating system.

Well, whether or not you like the idea of a rating system, you'd better get used to it. At a March 4th Senate Hearing a newly formed video game industry association, whose membership includes Sega and Nintendo, announced that by Christmas, a comprehensive ratings system will be applied to all interactive software produced by the association's members.

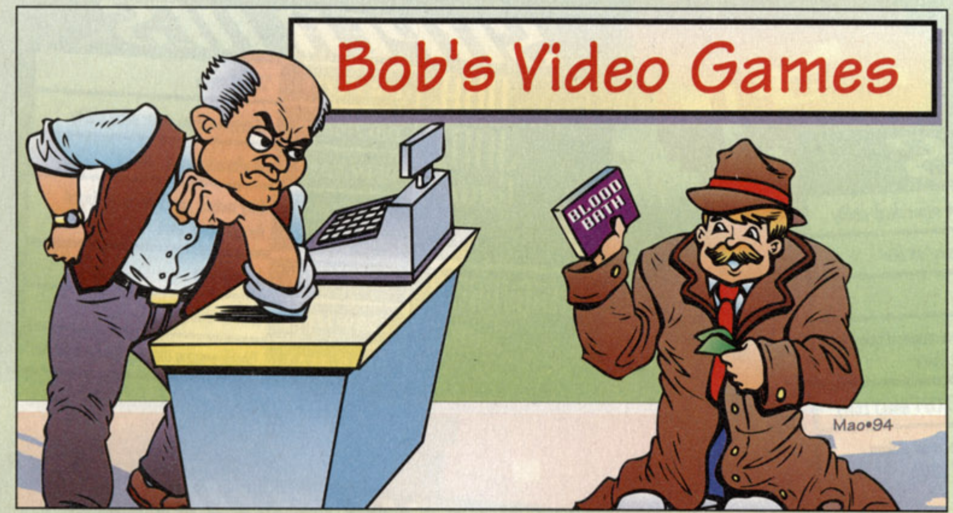
And this isn't just happening in the U.S. of A. At about the same time, the European Leisure Software Publishers Association announced a ratings system for electronic games. Legislation is pending in Canada that would turn over the rating of interactive software to the Ontario Film Board, which currently reviews motion pictures. The Board would be authorized to classify and regulate games based on explicit violent or sexual content. Down under, legislation has been introduced that would put the Australian Film Censorship Board in charge of evaluating interactive entertainment software. And, although the details are not yet clear, the arcade operators' and manufacturers' associations in the U.S. also announced a rating system that will be implemented for all arcade machines.

What does this mean for you? It means that in the future when you're trying to decide what game to buy or pop your quarters into, you'll have to take the game's rating into consideration. Major retailers, such as Toys 'R' Us and Wal-Mart, are heavily behind the new system and won't carry software that isn't rated. In fact, they may not even carry games with Adult Only ratings. If you're under 17, just as with motion pictures, there may be some games you can't buy or rent.

Don't panic, though. To date, only a few games have qualified for Sega's MA-17 rating. The vast majority of games released every year are considered appropriate for all gamers, so the odds are you'll have access to the games you really want to play. What will happen is that consumers across the country, including you, are going to have the kind of information they need to make sure they buy the right video game.

At *GamePro*, we think ratings for interactive software are essential. Game companies have a responsibility to let consumers know about the content of games. We feel we have this responsibility, too. Beginning with this issue, we'll publish Sega's and 3DO's game ratings, and when the new rating system is ready, we'll publish those ratings also. Not to restrict you. Not to encourage censorship. But to inform you. Knowledge, after all, is power. Write us and tell us what you think.

By the GamePros



"If you're under 17, there may be some games you can't buy or rent."

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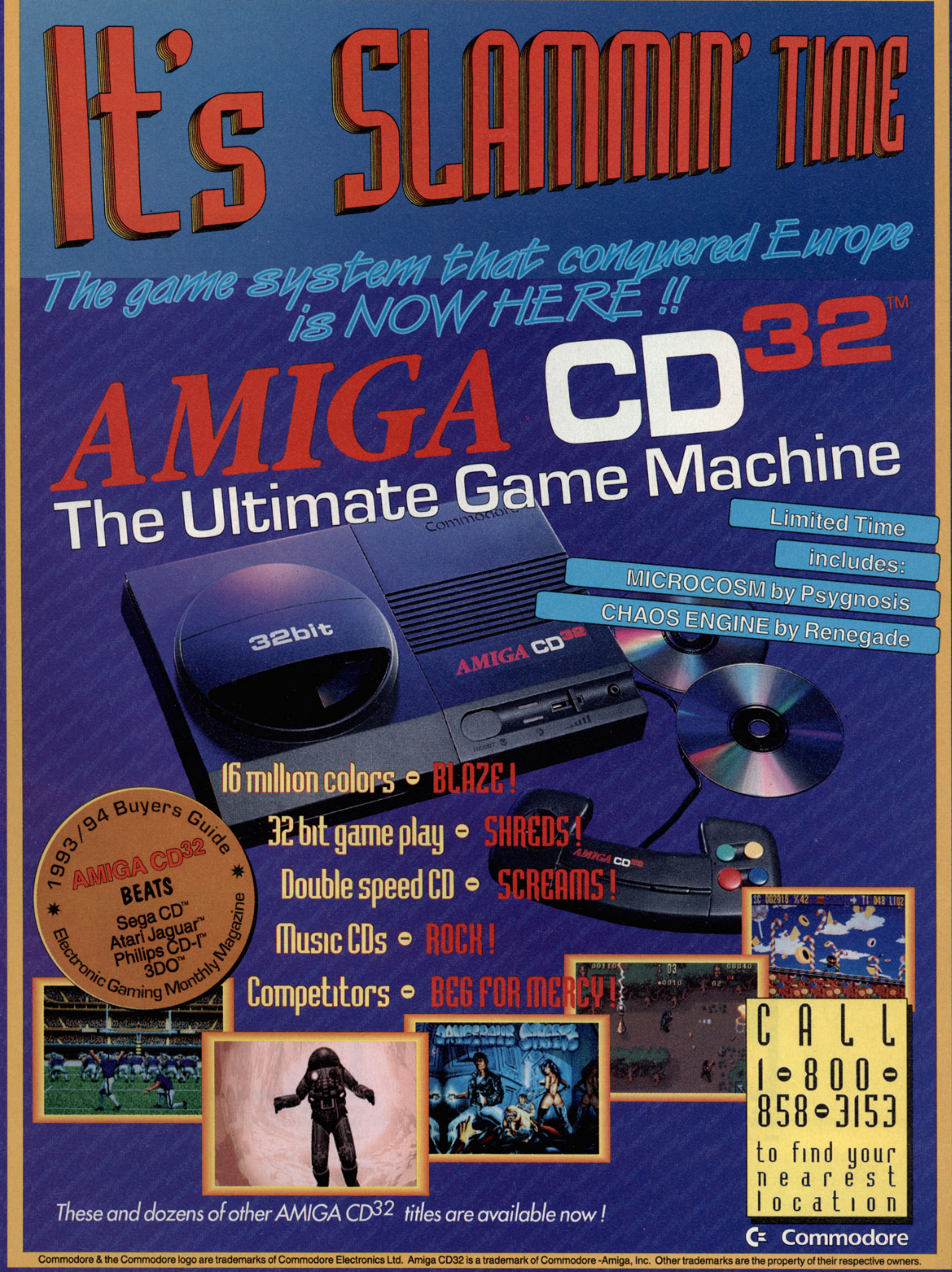

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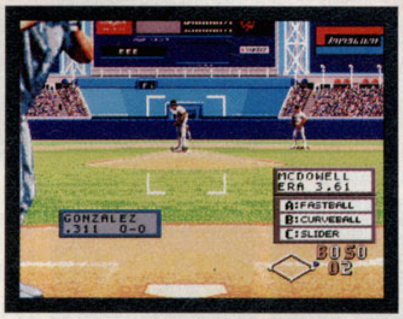
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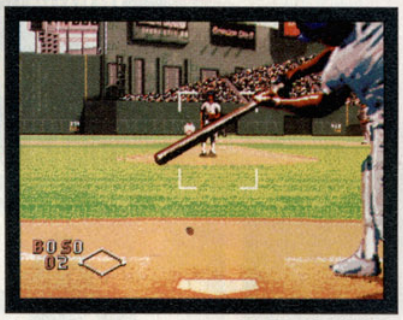
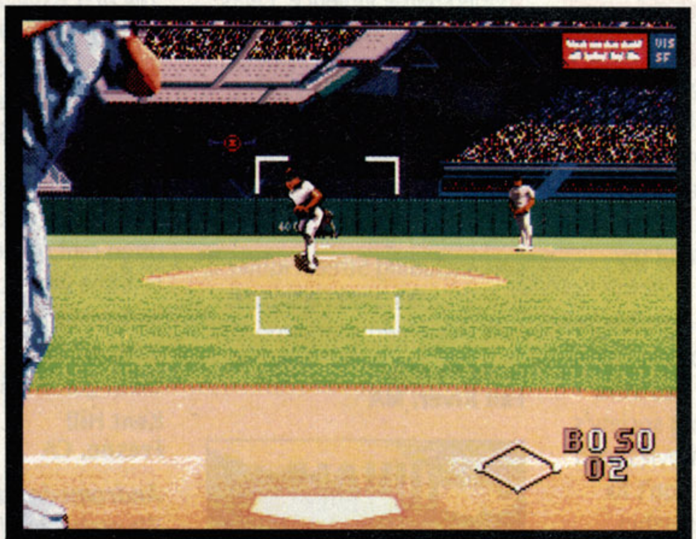


CHOOSE ANY SEASON LENGTH: 13, 26, 52, 104, OR 162 GAMES. CHECK OUT THE GREEN MONSTER HERE IN LEFT FIELD.



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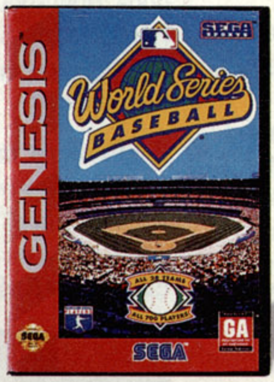

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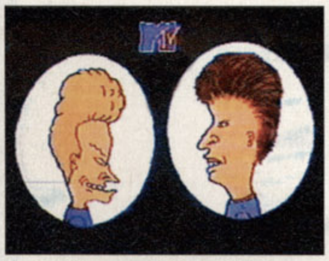
THE MAIL

GamePro Readers Speak Out!

Hot Topics – The Readers Respond

Enough with the video game violence. I like bloody games, horror movies, and Stephen King novels, but none of them will make me go kill someone. A couple of my friends have been shot by gangs – and our politicians are worried whether or not Beavis and Butt-Head are bad influences? Stop blaming society's problems on TV, movies, and video games. You don't fix anything with censorship.

Shawn Boxer
San Carlos, CA



Bad influences? Some think so.

I'm 12 years old and I love video games. I think Sega's ratings are a great idea, because they help parents buy appropriate games for their kids. I think Nintendo should have ratings, too, because there's killing in their games, even if there isn't graphic violence.

Alan Khan
Ontario, Canada

Recently my apartment was robbed for the second time, and I lost all my video game systems and cartridges. I'm writing to tell everyone to be grateful for what you have, because in the blink of an eye everything could be gone.

Ashley Harvey
Philadelphia, PA

I'm sick of all this talk about video game violence. I was watching the 6:00 news because they were going to do a story about violent games. I expected to see them shoot down Mortal Kombat. To my amazement they criticized every game under the sun, including Street Fighter II, Jungle Strike, and Flashback. Isn't this going a little too far?

Ernie Raposa
Fall River, MA

JUNGLE STRIKE

Is Jungle Strike too violent?

The Magazine Biz

I love the ProStrategy Guides and books you guys have done. How about one for Clay Fighter for the SNES?

Nick "ClayMaster" Severson
Redmond, WA

Earth Angel says:
You read our minds! Now read our May issue of SWATPro. That's where we published a big Clay Fighter ProStrategy Guide.

Sergio Sandoval of Whittier, California, is one big-time Clay Fighter fan who'll be checkin' our ProStrategy Guide in the May issue of SWATPro.

When was the first issue of *GamePro* published? Is this issue still available?

Tony Wu
Oceanside, CA

Coach Kyle says:
The first issue appeared in September of 1989. This First Issue Collector's Edition is still available from GamePro Products for $5. Call 415/330-4PRO.

Why don't you do ProReviews of old games? I often rent games that are two or three years old, and I'd appreciate knowing beforehand what you thought of these golden oldies.

Kent Hill
Fresno, CA

Andromeda says:
We probably DID review all those games, back when they first came out. Now we devote our pages to the newest games; check the index we publish each January to see which back issue had the game you're looking for.

Where can I buy tickets for CES?

Keith Grant
Santa Maria, CA

Bonehead says:
You can't, unfortunately. The Consumer Electronics Show's Consumer Day, which was the one day in June when the general public could attend, has been discontinued.

Fightin' Words

What do the words SNK stand for?

Steven Arellano
Tracy, CA

Hack 'n' Slash says:
According to SNK, the initials stand for the Japanese phrase Shin Nihon Kikaku, which roughly translates as "New Japanese Experience."

Samurai Shodown is awesome! But whenever I try to pronounce the names of the fighters in this Neo•Geo game, I end up with a twisted tongue. How are the names of the fighters pronounced?

Everett Jones
Browns Mills, NJ

Bro' Buzz says:
The American names should give you no trouble, of course – Charlotte, Earthquake, and Galford. As for the Japanese names, here's a quick pronunciation guide.

The letter:	*sounds like:*
a	*ah*
e	*eh*
i	*ee*
o	*oh*
u	*oo*

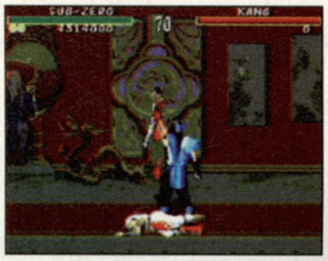
Thus, the names sound like Gehnahn Sheerahnooee, Tahm Tahm, Ookyoh Tahchibahnah, Nahkohrooroo, Ha-ohmahroo, Wahn Foo, Joobay Yagyoo, Kyohsheerah Sehnroh, Hahnzoh Hot-tohree.

Wan Fu, comin' up.

In your November Mortal Kombat ProStrategy Guide, whose head is Sub-Zero holding up? Is it Ken from SF II?

Chris Cerrone
Hend, NV

Scary Larry says:
Wishful thinking, Chris. That'd be a cool trick, but it's only Kano.



Heads up, Kano.

In SF II, what does Chun Li's expression "Kikkoken" mean?

Andrew Thorne
Decatur, GA

Slasher Quan says:
This Japanese word translates as "Energy from the palm."

My cousin got his copy of Mortal Kombat before the official release date, Mortal Monday back in September '93. How did this happen?

Raffaele Zarra
New Haven, CT

The Unknown Gamer says:
All the stores had the games before September 13, 1993, but some stores defied Acclaim and started selling them early. Acclaim was hoping to have a movie-like debut on a specific day, but evidently it's easier for studios to monitor theaters than it is for game manufacturers to monitor retailers.

So Long, Sweet 16

I've been reading about 3DO and Jaguar in your magazine. Since these systems are pretty low in price, have more color, and have better graphics than the SNES and the Genesis, I wonder what's going to happen to those 16-bit systems? Are they doomed?

Daniel Kestermann
Middletown, OH

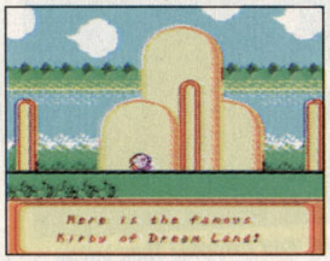
The King Fisher says:
There will always be something better and newer in the future – just ask the companies that used to make phonograph records, eight-track tapes, black-and-white TVs, or eight-bit game systems. Technology is constantly evolving, which means that every system, whether it's eight-bit, 16-bit, 32-bit, or 64-bit, will eventually be replaced. You've probably got a couple of good years left with your SNES and Genesis, but face it, one day they'll go the way of the dinosaur.

New 4 NES?

For some reason I can't find any great new NES games. Aren't there any recent releases that got perfect or almost-perfect ratings from your reviewers?

Ian Lueck
Darlington, WI

Captain Squideo says:
The highest-rated NES games of last year were Kirby's Adventure, Mega Man 6, and Rescue Rangers 2. Each was singled out in our March Editors' Choice Awards.



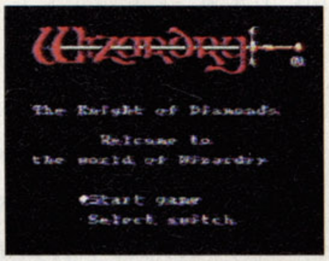
Here is the famous
Kirby of Dream Land!

Kirby, Number One on the NES.

RPG for an EXP

Nearly every game you review in Role-Player's Realm is for an intermediate player. Are there any RPGs that are for experts?

David Filante
Dobbins, CA



The Knight of Diamonds

Welcome to
the world of Wizardry

Start game
Select switch

Get an expert challenge from Wizardry for the NES.

The Wizard of Awe says:
If you haven't seen many expert-level games reviewed lately in our Role-Player's Realm, it's only because most of the games released lately have been for intermediate players. For RPGs with an expert-level challenge, check out the Phantasy Star series for the Master System and the Genesis, or the Wizardry series for the NES.

Address Central

I've played some illegal versions of Street Fighter. How can I reach Capcom to tell them about these games?

Michael Beaty
South Lake Tahoe, CA

I want to tell Sega about a game they should make. What's their address?

Marcus Cannon
Pensacola, FL

I have some ideas for sports games. What are the addresses of Sega Sports and EA Sports?

Christopher Valentine,
Pottstown, PA

Can you please give me Accolade's address?

Carl Festa
Auburn, NY

Toxic Tommy says:
Here are the addresses you're lookin' for:

Capcom
475 Oakmead Parkway
Sunnyvale, CA 94086

Sega and Sega Sports
Consumer Services
130 Shoreline Dr.
Redwood City, CA 94065

Electronic Arts and EA Sports
1450 Fashion Island Blvd.
San Mateo, CA 94404

Accolade
Customer Service
5300 Stevens Creek Blvd., #500
San Jose, CA 95129

Plus, 3DO's got a new address
3DO
600 Galveston Dr.
Redwood City, CA 94063

Here's hotshot hoopster and great gamer, Jeremy Walters of White Marsh, Maryland.

Cart Queries

I recently noticed that on the back of my NHL '94 cart it said "For use with the Sega Genesis or compatible system." Is this a joke? Or is there really a system compatible with the Genesis?

Zoltan Csipke
Fullerton, CA

Video Head says:
As of this spring, the X'Eye from JVC will be available for about $500. Basically, this is the Japanese WonderMega 2, repackaged for U.S. release. The all-in-one machine enables you to play Genesis carts, Sega CDs, audio CDs, and best of all, Karaoke! Pioneer's LaserActive is also compatible with the Genesis. It's a $1400 laser disc player that has a slot for Genesis carts. You could also check out Sega's new CDX, a $399 portable unit that plays Genesis and Sega CD games.

JVC
X'EYE
JVC

I spy X'Eye.

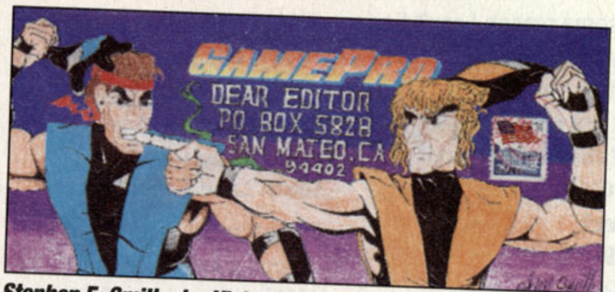
Just Wondering

Why are Mario and Luigi known as the Mario Bros? Wouldn't that make their last name Mario? Thus, Mario's full name would be Mario Mario, and Luigi would be Luigi Mario. If you were talking about my brother and me, you wouldn't call us the Mike Bros, you'd call us the Jones Bros.

Michael J. Jones
Sanford, ME

Doctor Devon says:
No, we'd call you the Good-Point Bros. Actually, Nintendo says that their last name really is Mario, making them Luigi Mario and Mario Mario. Go figure.

Envelope of the Month



Stephen E. Smith, Jr., Vista, CA

Reader Report

Hey readers, who's your favorite fighter of all time? Tell us your favorite fighting character from ANY video game (for example, Ryu, Sub-Zero, or any other famous fighter). We're not looking for opinions about who's the strongest or the fastest – we want to know who's the most fun! We'll tally up the results for a future Reader Report.

ZANGIEF
DATE OF BIRTH
HEIGHT
WEIGHT
3-SIZE
BLOOD TYPE

Is he your favorite? Then tell us who is!

Envelope Art Award

Acclaim's Dual Turbo Wireless Remote System for SNES and Genesis

Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis. Two controllers per system enable you to play from across the room with two-speed Turbo and Slow Motion.

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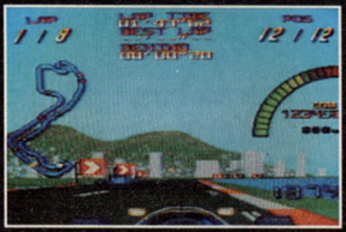
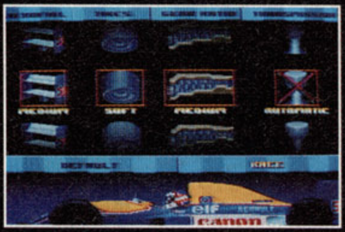


SUPER NES



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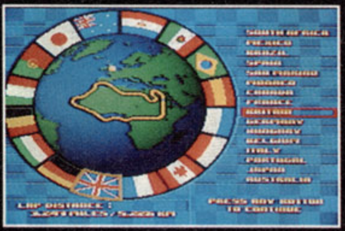

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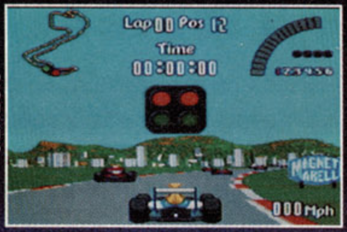

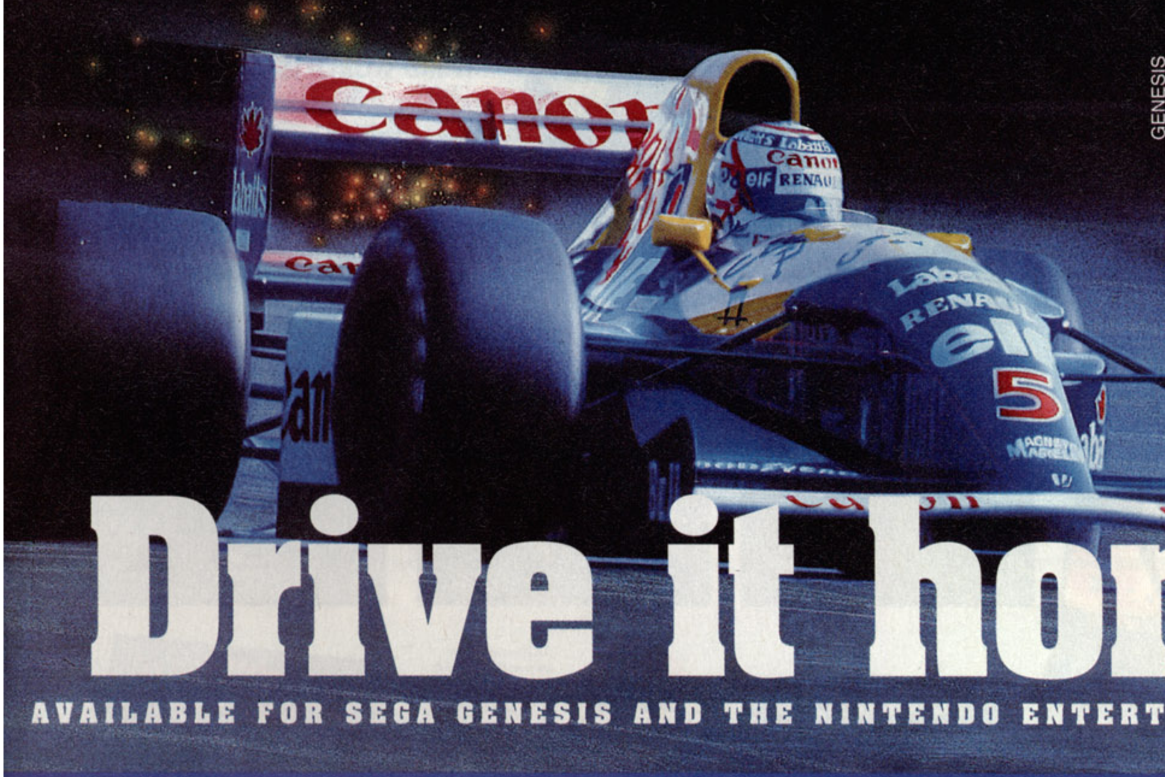

Drive it home.

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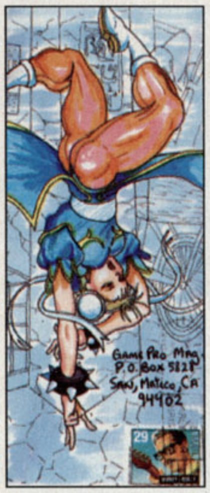
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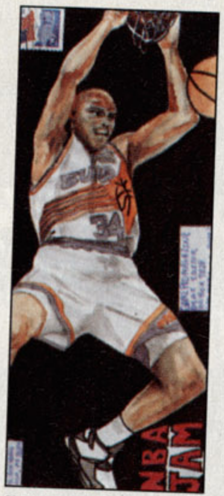
Edwin Rodriguez, Brooklyn, NY



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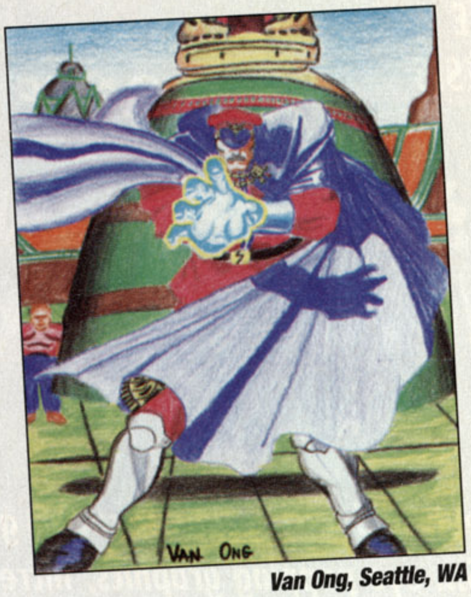

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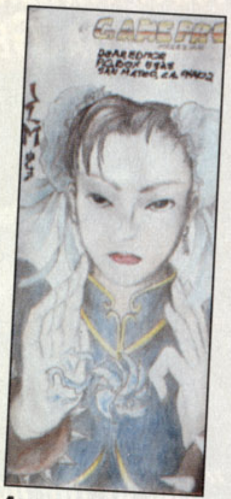
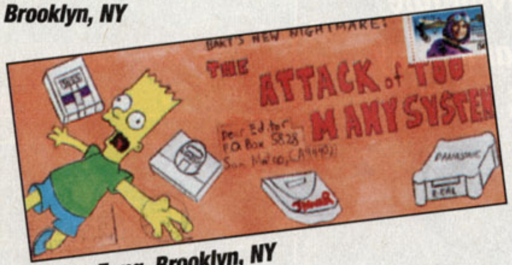


Anonymous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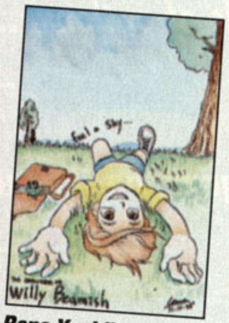
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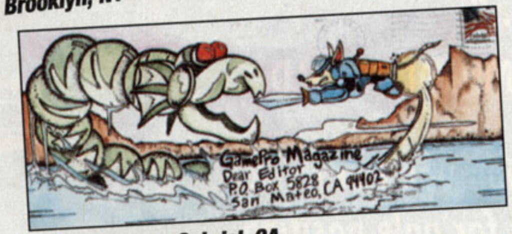
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Dan Lujan, San Gabriel, CA

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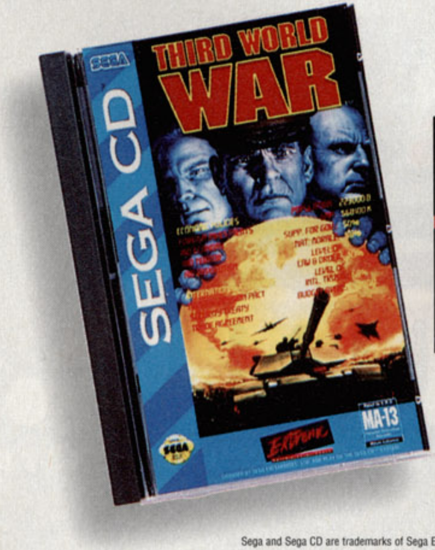
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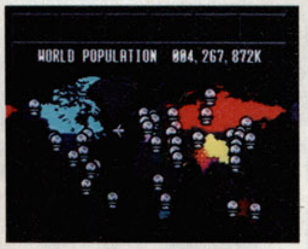
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THE CUTTING EDGE

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Virtual Reality's Back!!

By The Whizz

Remember Virtuality by W Industries? That virtual-reality arcade system is the standard-bearer for the concept it introduced last year – immersive virtual-reality entertainment. That's true VR gaming, kids.

Now there's a new series of Virtuality systems and games due out this spring. Key hardware upgrades include a new computer system that generates 200 MIPS of graphics power (take it from us, that's fast) and ultralight headsets (1.5 pounds versus 6.5 pounds) that give your neck a break...as it were. Here's the lowdown on the new games.

Virtual Zones

Zone Hunter will make you a 21st-century urban warrior on a deadly search-and-destroy mission. You will fight watchdog droids, killer 'bots, autolaser cannons, and hideous mutant creatures. All this will be in preparation for a confrontation with the Empire's elite cyborg warriors. Two players can team up or compete head-to-head. Unlike other Virtuality games, this one enables you to score extended game time, if you can reach Bonus Time checkpoints.

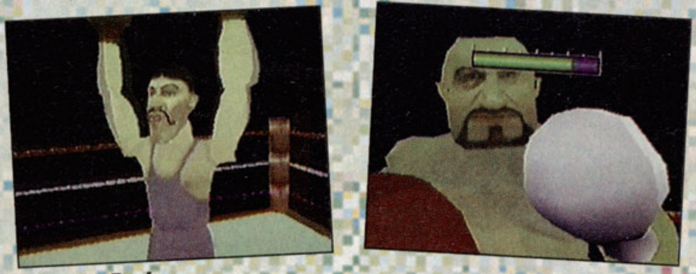
Virtual Space

X-treme Strike puts you at the controls of a lethal outer space starfighter. You won't be alone, but instead of a real co-pilot, you'll fly with a trusty droid sidekick. Your mission is to break down the defenses of the evil Empire Worlds and destroy the vital core reactor on planet Zenon. Strike will feature VR within VR by means of a head-mounted targeting system, enabling you to blast the opposition as quickly as you can turn your virtual noggin. In virtual space, everyone in the arcades will hear you scream.

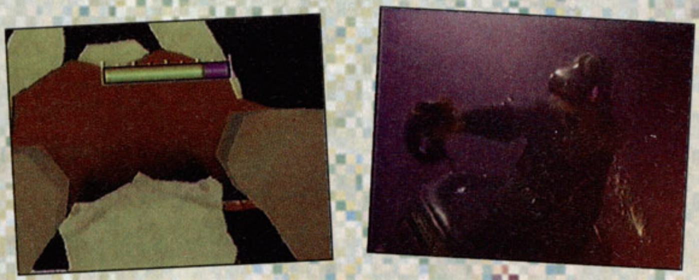
Virtual Knockouts

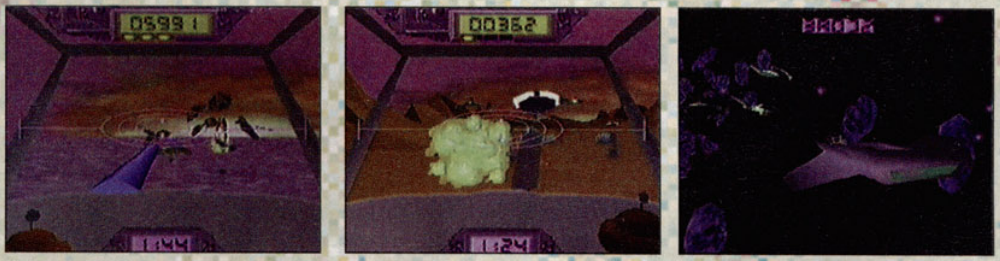
Next is the type of VR game everyone's been waiting for. In Virtuality Boxing the object is to knock out your opponent...and stay on your feet. You fight three rounds, and the only way to win is by knockout.

The Virtuality hand-held joystick will be your boxing glove. To toss a punch, you'll really toss a punch! Pull the stick's trigger to pick your attacking hand. However, reportedly the computer will command your blocks. There will be two modes – versus the computer or versus another player. According to W Industries, all damage to the opponent's face will be delivered in "glorious" fully textured detail – flying gumshields, swollen lips, bent noses, black eyes, and all. **G**

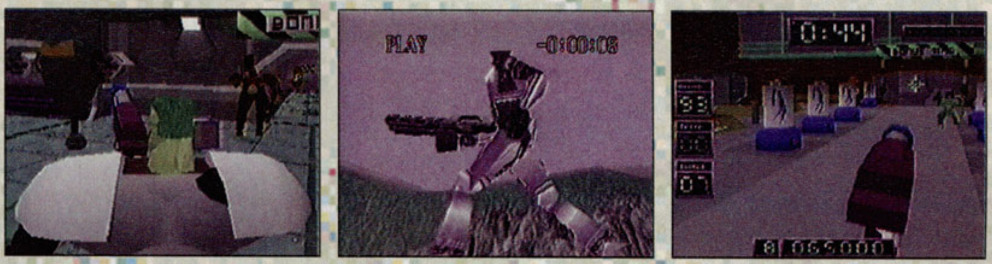


Virtuality Boxing





X-treme Strike



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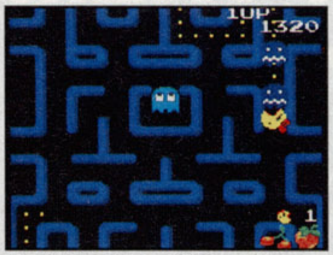
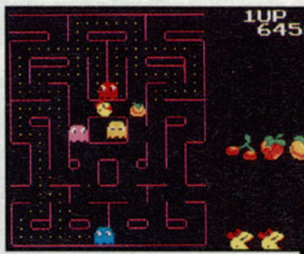
The coolest thing about **Ms. Pac-Man** on the **Game Gear** system is:

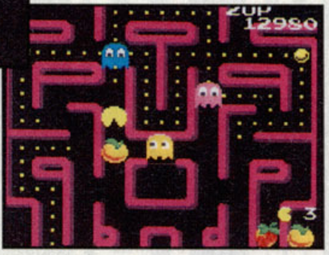
- ☐ Four classic arcade mazes, plus some all-new layouts.
- ☐ Super-challenging Arcade/Hard level—if you think you're **really** good.
- ☐ Special zoom view of the action for really graphic ghost-gobbling.
- ☐ 2-player mode that pits the mighty Ms. Pac-Man against Pac-Man himself.
- ☑ ALL OF THE ABOVE



Va-Va-Va Zoom. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.

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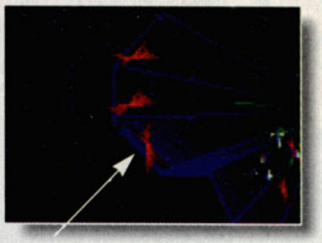
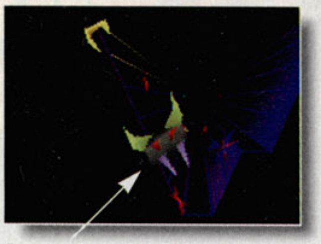
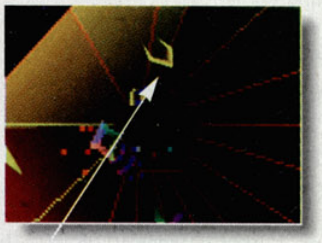


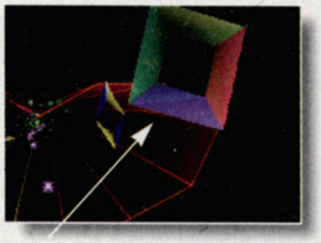
Flippers. *Don't let the innocent name fool you. Once they flip onto you, they'll suck you down pronto.*



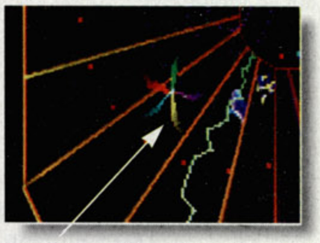
Demon Heads. *Intergalactic bad-asses. When you shoot one, its horns live on. Nasty little trick.*



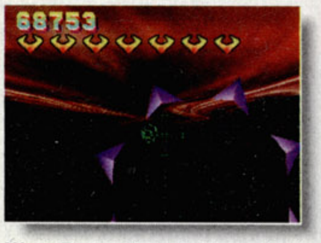
Pulsars. *The electric eels of the cosmos. They electrify corridors. If you're on the corridor, you fry.*



UFO'S. *Now you're surrounded. UFO's fly above the web and you've got to get above them. Good luck.*



Fuseballs. *The scumballs of the universe. If a fuseball touches your blaster, you're history.*



Warp Bonus Round. *Too weird to describe. Just get there and zone out for some serious points.*

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Tempest 2000 is an intergalactic shooting gallery in hell. You've never had so much coming at you so fast in so many colors. Named the "Best of Show" at CES, you'll explore 100 enemy-packed galaxies, experience outrageous Melt-O-Vision™ graphics and powerful 3D polygons, and be driven to a frenzy by an original techno-rave score. There's even an optional two-player mode. Don't forget, Tempest 2000 can only be played on the powerful Jaguar 64-bit system by Atari. With all this action, no other system could handle it. Yes, you have a chance to survive. Yes, it's a slim one.

JAGUAR™
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MATH

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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TOURNAMENT NBA JAM EDITION

NBA Jam Tournament Edition (Midway)

By Colorful Commentator

Is it the shoes? NOT! The now highest-earning arcade game of all time returns to the hardcourts, but this time the only way to win will be all-out skill!

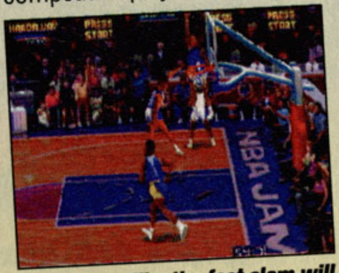
Tournaments are lighting arcades across the country on fire, but the original NBA Jam simply wasn't a balanced tournament machine. Players had too many options to "cheat," such as inputting power-up codes and bringing in super hidden characters. Not only that, computer assistance would increase the losing team's shot percentage to make it easier for them to come back.

No longer, in Jam TE! A special Tournament Mode eliminates all power-ups, hidden characters, and computer assistance, so players are on their own. This is perfect for your own NBA Finals at the local arcade – prove who's best!

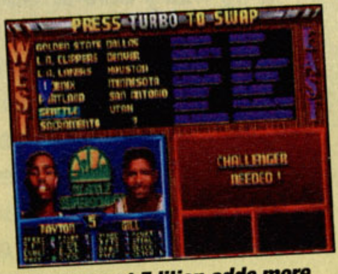
Of course, operators can disable the Tournament Mode, enabling all the fun (but unfair) stuff. Look for a slew of new power-ups and awesome special guest characters. Plans originally called for more than 70 hidden characters, but a few were removed by the NBA (see ProNews, page 168). This will obviously hurt the game, but it isn't the nail in the coffin.

Other new features will enhance tournaments by requiring more skill from players. All characters are now rated in eight categories on a scale of 0–9, and the scores have big-time impact – no way you'll be seeing the 7'2" monsters shooting treys like fish in a barrel. Character interaction based on the stats is even calculated – a big Power rating is required to knock opponents down. You'll need to know your team intimately to win!

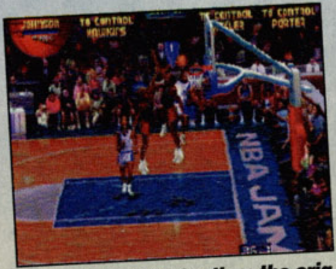
Additional bonuses, such as new dunk animations and new razzle-dazzle voices, add to a game that may now rank up there with the Street Fighter IIs of the world for long-term competitive play value.



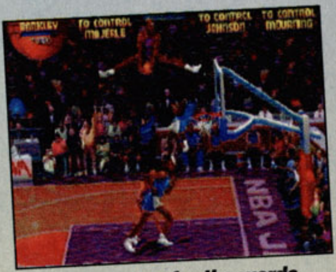
New dunks like the fast slam will blind you.



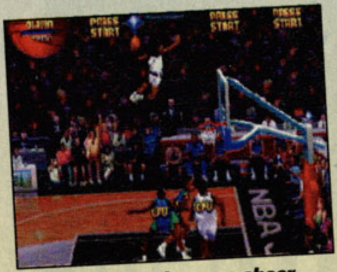
Tournament Edition adds more players to choose from, so now it's not just a two-man roster. Over 25 percent of the NBA is represented.



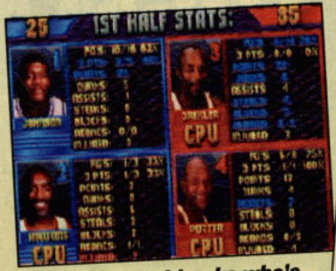
TE's action is faster than the original for increased excitement.



A new meaning for the words "hang time."



You can even play as a cheerleader. No, really, you can!



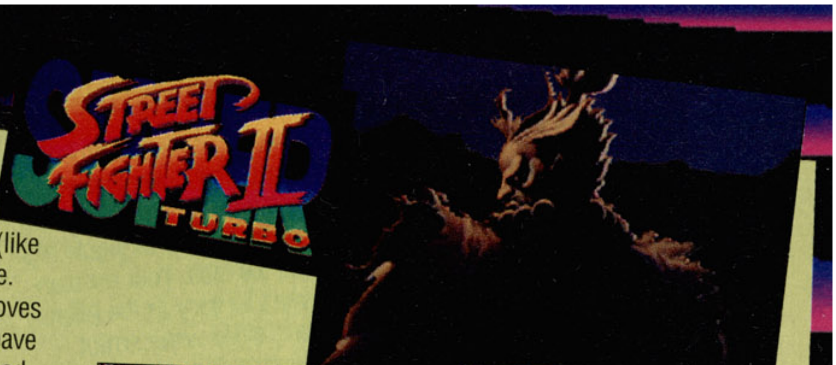
An injury report tracks who's been jostled and bumped into the stands. The most injured player's performance takes a dive, but you can sub in from the bench at half-time.

New Power-Up Codes!

PROTIP: To access the Tournament Mode, Hold Right and all three buttons at the "Tonight's Match-Up" screen.

PROTIP: At the Team Selection screen, rotate the joystick counterclockwise three times and press the Pass button. This Extended Roster will give you an extra player to choose on certain teams.

PROTIP: To Shrink the players down to small size, hold Down-Right, and press Turbo, then Shoot, then Pass at the "Tonight's Match-Up" screen. Repeat this series two more times.



Super Street Fighter II Turbo (Capcom)

By Slasher Quan

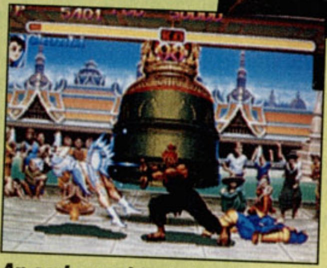
Hyper Fighting is back – finally! Slow-mo-Super is about to get a big burst of adrenaline. In addition to speed (around two to three stars' worth), the game has added and changed some key game play features and techniques.

For starters, a Super Power Bar is now located at the bottom of the screen, and every time you do a Special Technique the bar builds up. When the bar is fully charged, you can do a Super Death Move à la various Neo•Geo games. This is a recycled animation of one to two existing Special Techniques that trails a shadow behind. If it connects, this Super move will take off about one-half life. If blocked it's about one-fifth life. Some Super moves can be jumped. Some characters (like Sagat) can be hit or thrown out of it. Others (like Ryu) are totally invincible.

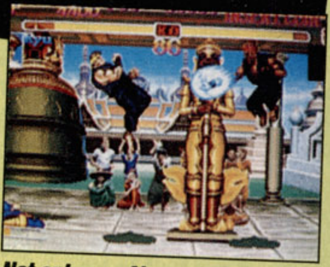
Next, many basic moves and Special Techniques have been altered and rearranged with varying results. For example, Chun Li's Whirlwind Kick is now executed as a Sonic Boom motion, and the Flash Kick motion now does a vertical flying kick. Ryu has a dash attack. Dhalsim can do close moves by holding the stick neutral, and long moves by holding Toward or Back.

The last big addition is a new hidden character, Akuma Long (formerly known as Gouki), who is Sheng Long's brother. Rumors suggest he's a hidden boss.

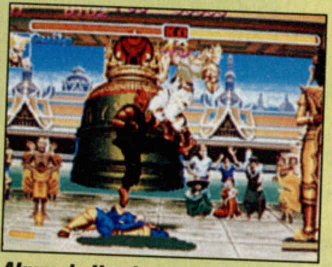
Super Turbo requires you to at least partially relearn many characters. It's too early to tell whether all these changes in game play will be viewed as awesome or hokey by the SF hardcore.



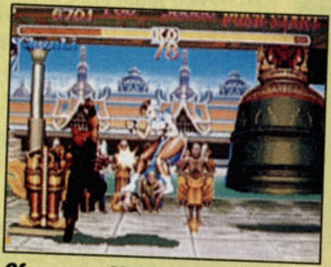
An early preview indicates Akuma Long is a hidden boss who wastes M. Bison and fights you in Thailand.



Not only can Akuma do the standard ground Fireball, but he can also throw Fireballs in midair!



Akuma's Hurricane Kick looks like Ken and Ryu's, but what power does it possess?



Of course, Akuma can do the most fearsome uppercut brother move – shoryuken!

Super Death Move Codes

All the Super Death Moves are activated by doing a double joystick motion and then hitting the appropriate punch or kick button. All Fireball, Uppercut, Yoga Flame, and 360 Motions are standard; Charge Motions are slightly different. For a Double Sonic Boom Motion: Charge Back two seconds, jerk the joystick Toward, jerk Back, jerk Toward and hit the button. For a Double Flash Kick Motion: Charge Down-Back two seconds, jerk the joystick Down-Toward, jerk Down-Back, jerk Up-Toward and hit the button.

Ryu's Super Fireball
Double Fireball with Punch.

Fei Long's Super Rekka Ken
Double Fireball with Punch.

Ken's Super Dragon Punch
Double Uppercut with Punch.

Sagat's Super Tiger Knee/Uppercut
Double Uppercut with Punch.

Cammy's Super Cannon Drill/Thrust Kick
Double Uppercut with Kick.

Dhalsim's Super Yoga Flame
Double Yoga Flame with Punch.

T. Hawk's Super Storm Hammer
Double 360 with Punch.

Chun Li's Super Lightning Leg
Double Sonic Boom with Kick.

Zangief's Super Spinning Pile Driver
Double 360 with Punch.

Blanka's Super Rolling Attack
Double Sonic Boom with Punch.

E. Honda's Super Head Butt
Double Sonic Boom with Punch.

Balrog's Super Dash Punch
Double Sonic Boom with Punch.

M. Bison's Super Scissor Kick
Double 360 with Kick.

Dee Jay's Super Dread Kick
Double Sonic Boom with Kick.

Guile's Super Flash Kick
Double Flash Kick with Kick.

Vega's Super Air Suplex
Double Flash Kick with Kick.
(Throw them when close in midair.)

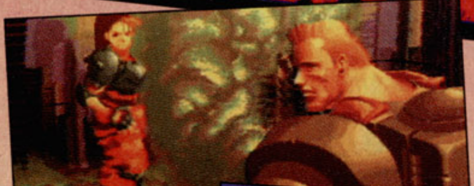
Alien vs. Predator
(Capcom)

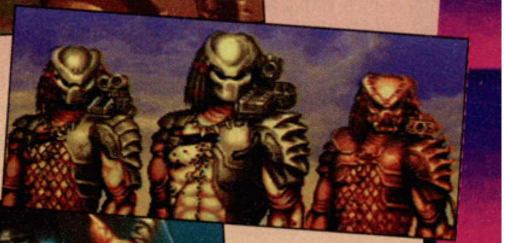
By Slasher Quan

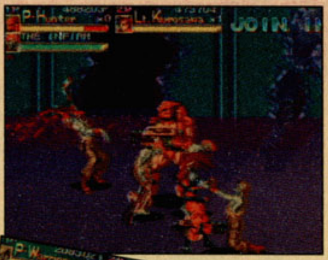
The masters of side-scroll mayhem at Capcom bring us just what the face-hugger ordered: a massive dose of blood, combat, and shooting. Aliens have infested a metropolis on Earth, and if they're allowed to spread further the planet could become one giant egg nest! Enter two human cyborgs with the vengeance to kill, and a pair of Predators with only a love for the hunt. Three players choose any of the four characters in this seven-level suicide run.

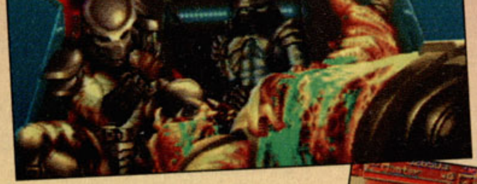
Technique looks strong, with jump, shoot, attack, super move, and Street Fighter-motion special moves available (though no block). An interesting combo system allows for standard run-in-and-rumble flurries as well as juggle hits and toe taps. Your mission won't be easy as the Aliens have allied with corrupt humans and you'll have to hose down everything in sight. Who's on whose side changes by the minute, and at one point the Queen even impales her human general and slices his body in half.

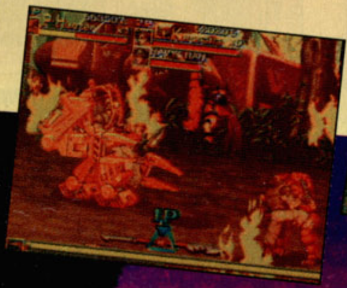
Look for more on AvP soon. Believe it or not, this one rips!

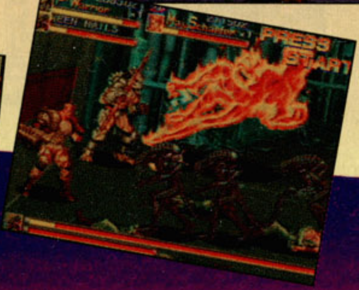


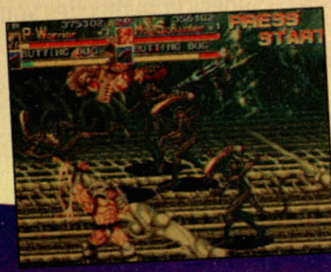


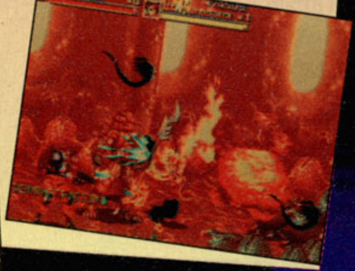












Power Instinct (Atlus)

By Manny LaMancha

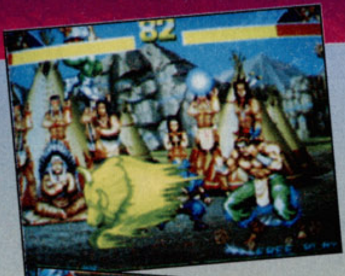
Atlus' Power Instinct looks like just another fighting game copycat, but there's some unique stuff that makes it a blast to play.

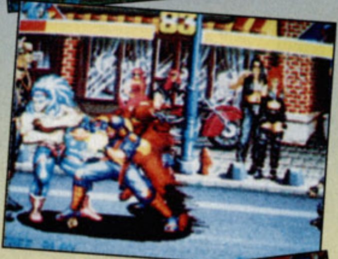
Unique to Power Instinct is the vast amount of aerial action. Not only can each character double-jump, but most can do special moves in the air – and multiple times! This makes for some awesome air combos that nicely complement a solid ground combo system, which uses the same principles as SF II.

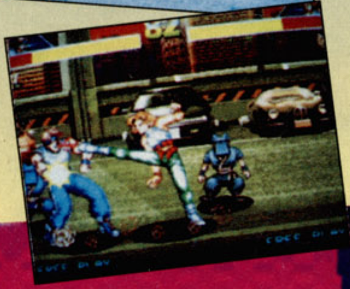
A satirical edge adds to the game's draw. For example, the grandmotherly Gogetsuji Otane can leap on the opponent and lay a series of kisses on them. Not only does this move put a hurt on the foe's damage bar, but it also transforms Gogetsuji into a youthful woman, with a new set of moves to use.

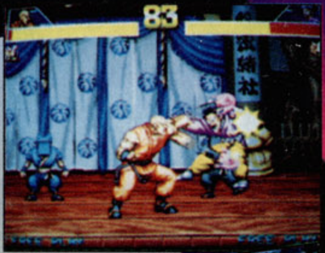
Another neat touch is when you bust open an obstacle at the edge of the screen and discover more room to battle.

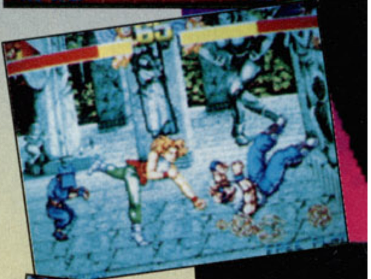
Even though it doesn't show off improved technicals such as in Mortal II, your fighting instinct and funny bone may propel you toward this machine.

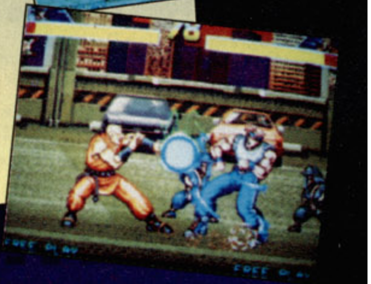












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Aladdin
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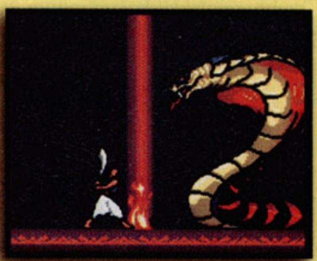
Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

DISNEY'S Aladdin

Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.

It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.



He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)

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ON LOCATION:

Williams Bally/Midway Part 1

The Minds Behind MORTAL KOMBAT II®

By Slasher Quan

Mortal Kombat is much more than a fighting game, a licensing vehicle, or a centerpiece argument for governmental regulation of video game violence – it's a legend of action and entertainment in the arcade and home-game industries. Co-designer and lead graphic artist John Tobias gave us an insider's perspective on the origins of Mortal Kombat I and II and the current state of the art of fighting games.

Inspiration and Mythology

GamePro: Back in '91, fighting games were just getting reborn. What inspired you to create Mortal Kombat?

John Tobias: "We were originally approached by the people doing the movie *Universal Soldier*. Then we thought it would be cool to just license Jean-Claude Van Damme on his own. But that didn't work out, so we just went ahead and developed what became Mortal Kombat. Johnny Cage's character ended up being a spoof on the whole Van Damme situation."

GP: What cultures did you draw on in creating the backstory?

JT: "When you look at books on Chinese mythology, a lot of it is very vague. I drew on some of the stories and rumored events about the Shaolin monks when I made up Liu Kang, his temple, and the whole tournament. And, of course, Shang Tsung unbalancing the furies represents Yin and Yang, the positive and negative energy."

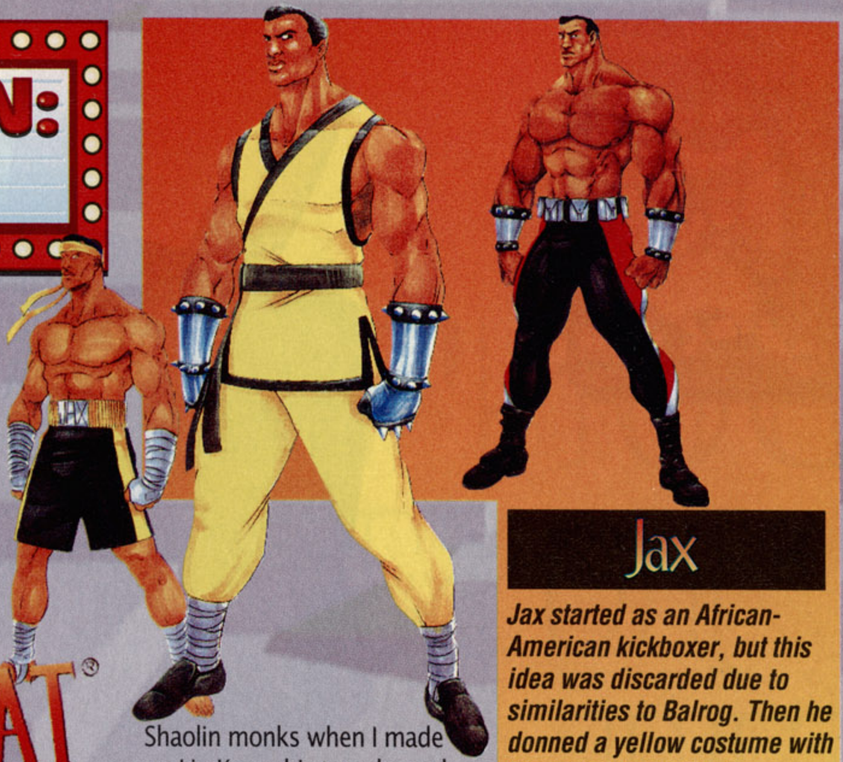
GP: What about Raiden?

JT: "Raiden is actually a Japanese mythological character, a thunder god. At Chicago's Field Museum the Raiden statue is a demon and he carries around a big drum. From what I've read, he was kind of a braggart and a womanizer. I basically took the name and built on that. Our Raiden doesn't carry a drum around."

The Cast of Characters

GP: How did you go about creating and visualizing the characters?

JT: "It starts out with a brainstorming meeting with Ed Boon (co-designer and lead programmer). At that point it's a vague impression. Then I do some rough pencil sketches. I'll come up with a look that I like, and a costume. Once we have the costume, the next step is to find an actor."

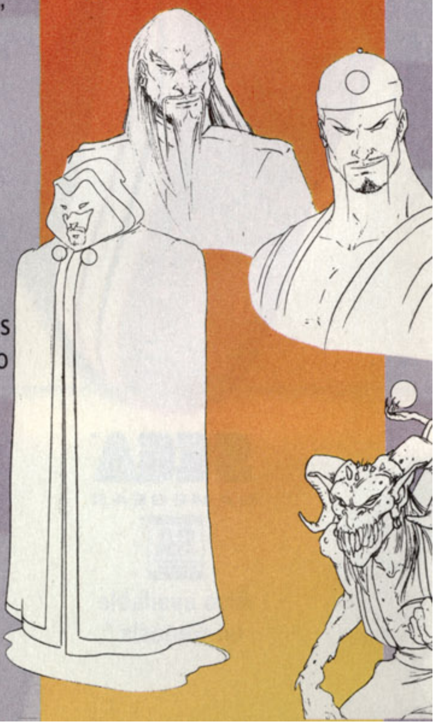


Jax

Jax started as an African-American kickboxer, but this idea was discarded due to similarities to Balrog. Then he donned a yellow costume with big metal hands that "clanged" upon contact. However, this outfit concealed much of actor John Parrish's impressive physique, so Jax went shirtless.

Shang Tsung

When Shang Tsung was granted a youthful body, Tobias sketched out the transformation from wizened old man to a spry 19-year-old. The demonic creature represents Shang Tsung's true form, which we never see in the game.

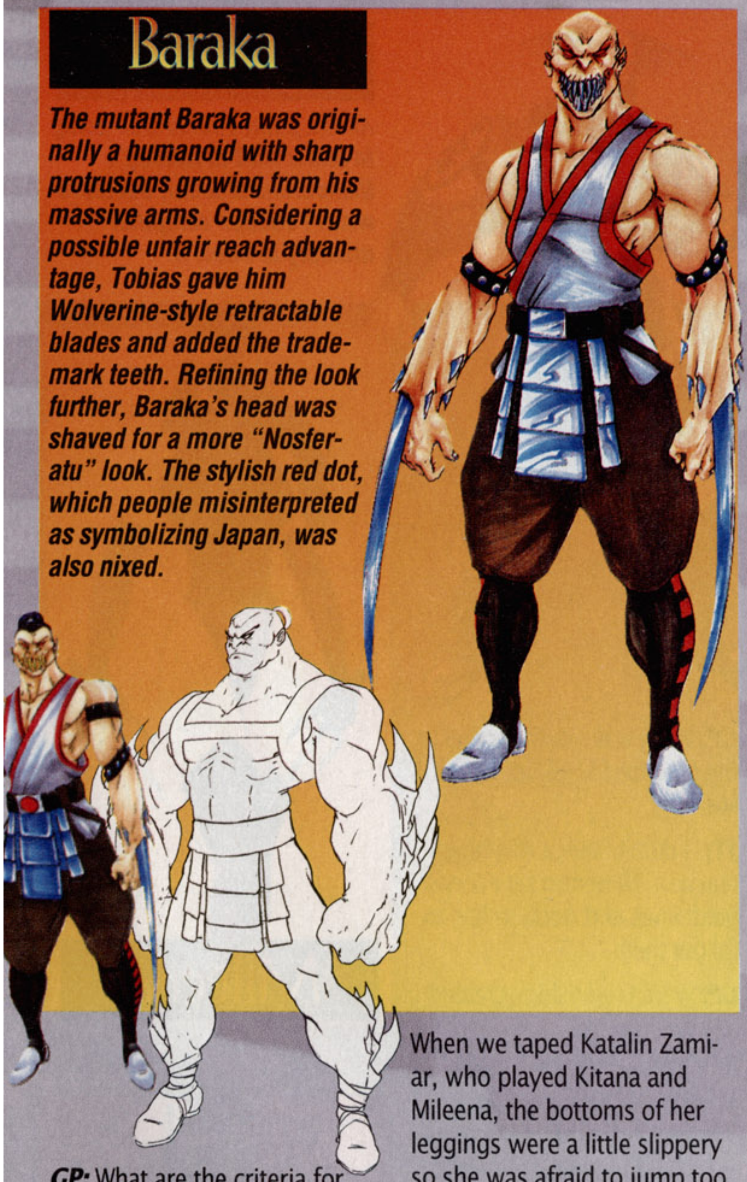


MK Characters Spring to Life

Lead artist John Tobias of Williams Bally/Midway created and evolved the Mortal Kombat characters through pencil and marker illustrations. Some made it into the coin-op, some never left the drawing board. Check out the following pages for a gallery of artwork straight from Tobias' easel. Our thanks to Tobias and to Williams Bally/Midway.

Baraka

The mutant Baraka was originally a humanoid with sharp protrusions growing from his massive arms. Considering a possible unfair reach advantage, Tobias gave him Wolverine-style retractable blades and added the trademark teeth. Refining the look further, Baraka's head was shaved for a more "Nosferatu" look. The stylish red dot, which people misinterpreted as symbolizing Japan, was also nixed.



GP: What are the criteria for choosing the cast?

JT: "We look for guys who can do the basic moves fairly easily. They'd have to do the kick slowly and then hold it in the air, which is very difficult. I had known [the actors] for a while [from a local fitness club], so I was pretty confident [of their abilities]. There was also some shuffling of characters. Originally, I was trying to convince Richard Divizio to shave his head to play Liu Kang, who was going to be a traditional bald monk."

GP: How tough was it to get the actors to do what you wanted?

JT: "The hardest [moves] were some of the jumping kicks. When we taped Katalin Zamiar, who played Kitana and Mileena, the bottoms of her leggings were a little slippery so she was afraid to jump too high because she didn't want to slip."

GP: Where did Kano get his metallic eye device?

JT: "I was at a costume shop just looking for some gun belts and I saw they had Mardi Gras masks hanging on the wall. I put the whole mask on [Richard's] head, and it looked like he had a metal head. Then I started thinking, wouldn't it be cool if at one point Kano got his eye shot out, and he got this metal implant to help him see in infrared. I cut one of the masks in half and used some spirit gum to stick it to Rich's face. That's how Kano became Kano."

Sounds and Voices

GP: Where the heck did "Toasty" come from?

JT: "The actual image is Dan Forden, the sound composer. It started out where we'd be playing the game and whenever anyone won, they'd yell, 'You're Toast!' Then it became 'Toasted!', and then 'Toasty!' We thought it would be amusing if we stuck that in. The word he's yelling out is always 'Toasty' – it's not 'Whoopie' or anything else."

GP: What about the other voices? Who's telling you you're a pathetic fool?

JT: "That's actually a pinball game designer here named Steve Ritchie. He's got this deep rumbling voice, so Dan thought he'd be the perfect Shao Kahn. He also did things like 'Fatality,' 'Babality,' and 'Friendship.' Ed also does a lot of voices, like Liu Kang's screams."

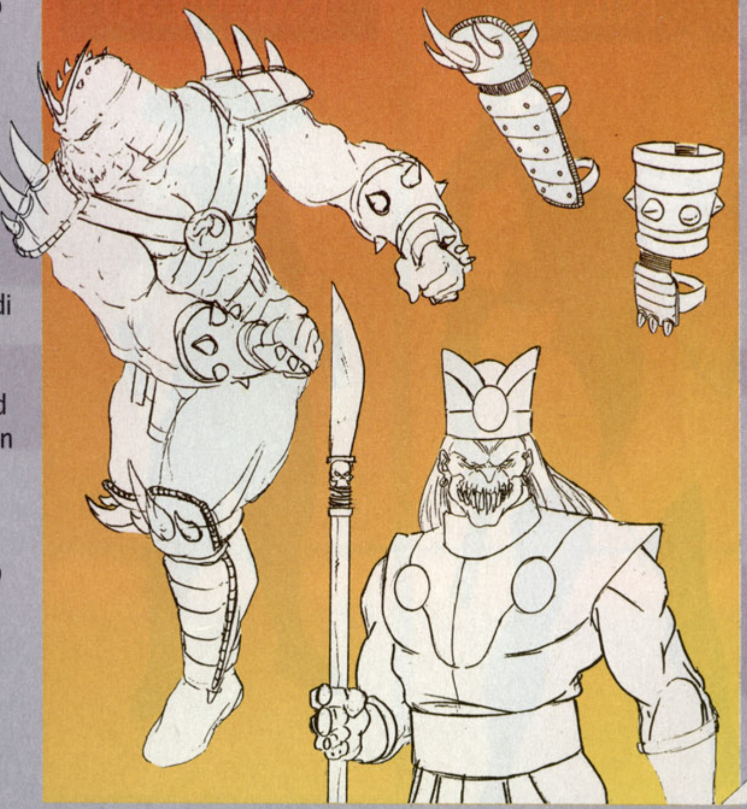
GP: What is it that Raiden is saying when he does the Superman move?

JT: "He's not saying anything! Originally we wanted sound technician John Hey, the voice of Raiden, to yell something in Japanese. It just didn't sound right. We then had him start yelling nonsense and it sounded like he meant something. Although it's amazing, people swear he's yelling 'Get back in the car.'"

GP: Yeah, my favorite Raiden misinterpretation is, "Your mother's from L.A."

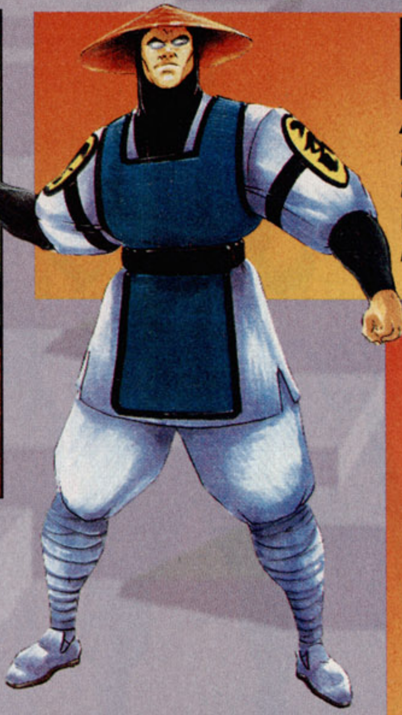
Shao Kahn

Originally everyone in the Outworld was planned to be of Baraka's race, and thus Shao Kahn started with the gnashing teeth. Tobias originally conceived the boss as a skeletal creature, but decided Kahn looked too much the part of the scheming Chinese mystic like Shang Tsung. Kahn evolved into an all-out warrior who lives for battle. Tobias even sketched out the armor that would be used to create the costume.

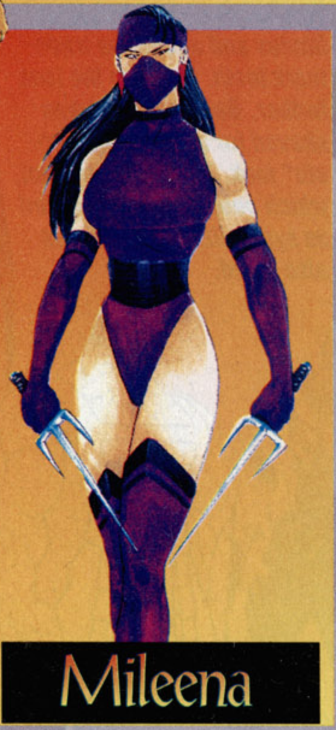


MORTAL KOMBAT II

Meet the MK II design team! Clockwise from top-left: Ed Boon, lead programmer; John Tobias, lead graphic artist; John Vogel, support graphic artist; Tony Goskie, background and graphic artist; and Dan "Toasty" Forden, sound composer.



At one point Tobias was going to add a staff to Raiden's thunderous arsenal, but there wasn't enough computer memory to allow it.



Fatalities, Friendships, and Censorship

GP: Why were Fatalities created for the game?

JT: "Originally we were gonna have the guy spin there, dizzy, and the player could get just one last hit – boom. Then we thought, what if you decapitated them? I bet our average player is 15 or 17. That stuff appeals to the older players."

GP: Violence in video games has become a big concern with parents and the government. What is your reaction?

JT: "It's up to the parent to decide if younger players should not be playing the machine. The parent should say no. When the game is sold into the home, there's a problem, because the age drops from the arcade to the home market. Again, it's the parent's decision."

GP: What was your reaction to the sanitized SNES version of Mortal I?

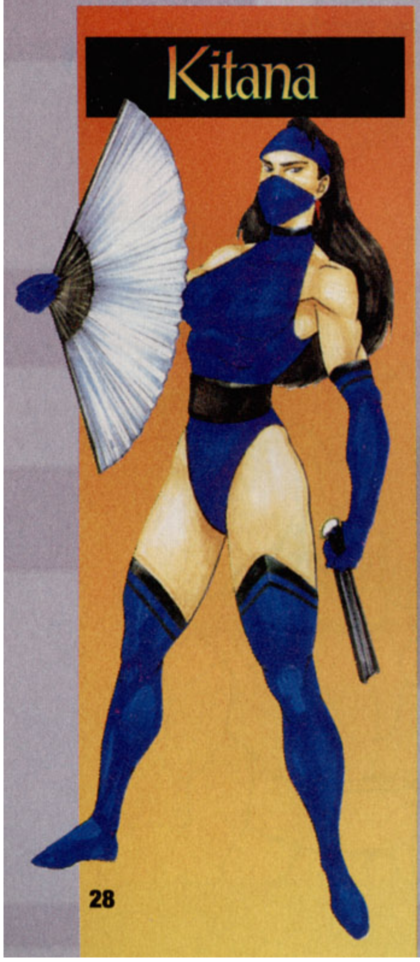
JT: "I didn't have a negative reaction. Nintendo sets certain guidelines and Acclaim has to follow them."

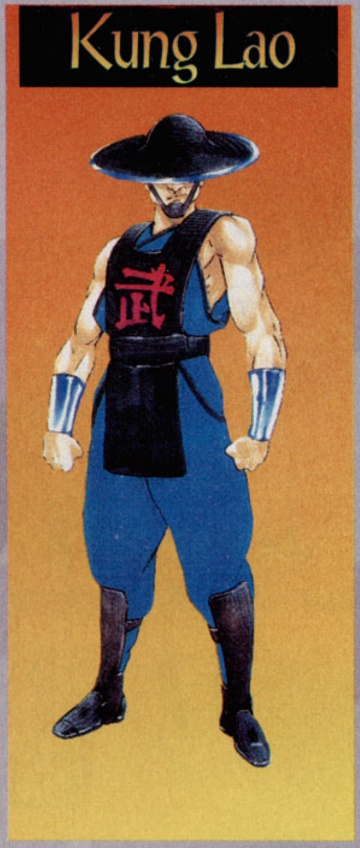
GP: Were Friendships created as a parody of Nintendo's attitude toward violence?

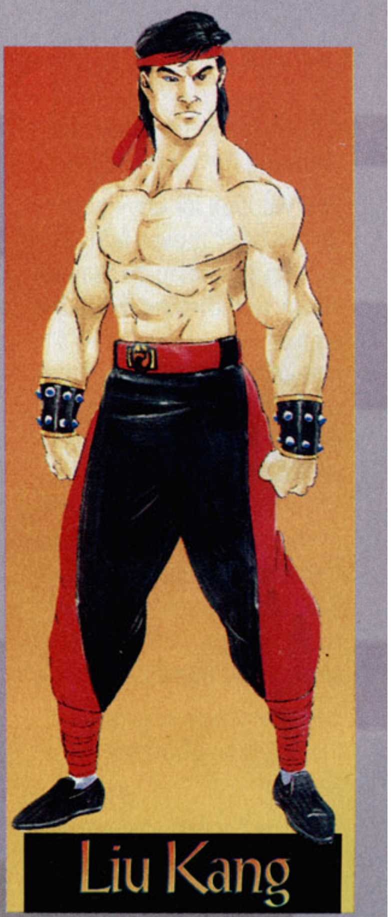
JT: "Not really, it was just mocking in general. The game is so grim, we thought, what a change of pace to see Baraka pull out a present."

GP: Do you think that Fatalities are the biggest attraction of MK?

JT: "Honestly, I think if we never had Fatalities, the game wouldn't have gathered the attention it did...But I think it wouldn't have made that much of a difference [to earnings]. I don't think anyone is attracted to just something red on the screen."







Secrets and Glitches

GP: How do you dream up all the secrets, tricks, and hidden characters? Why are the methods so complicated?

JT: "The thought process there – and players are gonna kill me for this – is just to make it as difficult as possible, but reasonably so. Players figure this stuff out at rapid speed. Ed tries to come up with incredible circumstances. A lot of the things aren't based on the story, they're just random events."

GP: Do players actually find these secrets, or do you leak them out slowly over time?

JT: "I think the majority are found. Ed is the only guy who knows some of the secrets. He offered to tell me, but I refused. I don't want to know because I'd feel obligated to tell my friends."

GP: A lot of times players find a glitch in MK and they really like it. Do you think these glitches are good or bad?

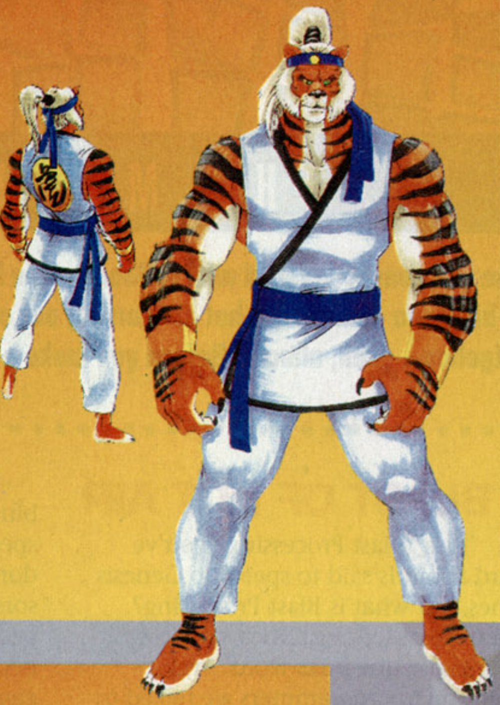
JT: "It depends on the glitch. In an early version of MK II Sub-Zero could do his death Freeze in the middle of the match. That's gotta go. On the other hand, Johnny Cage's three-head Fatality was intentional."

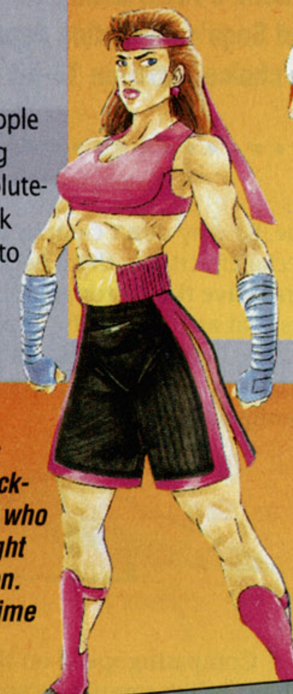
GP: Any hints you'd like to reveal to our readers? (Yeah, right.)

JT: "No, but keep looking, because Ed has said six months down the line, people are still going to be finding stuff, and I think he's absolutely correct. Not one network out there has found close to everything." G

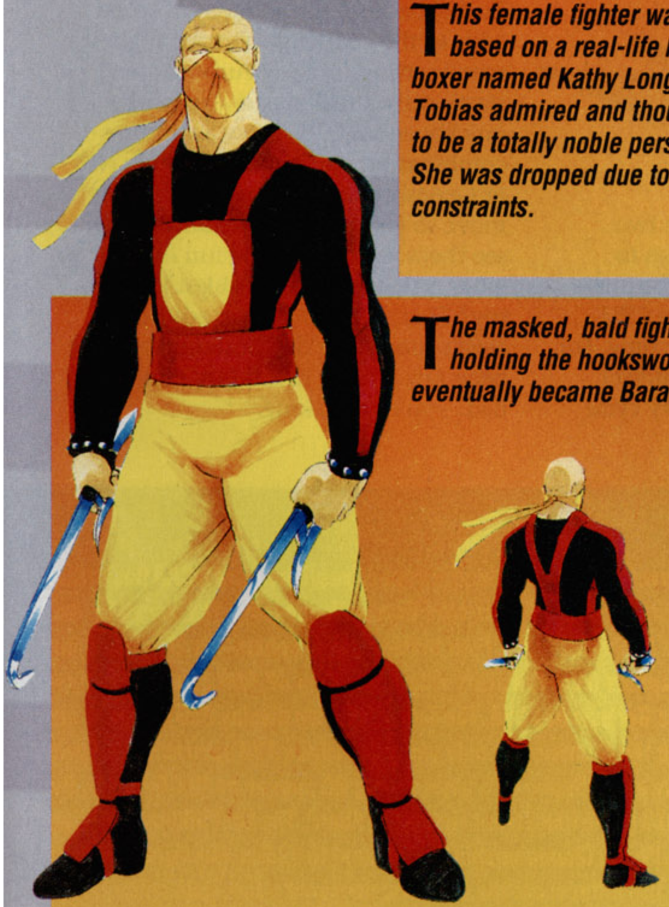
Characters Who Didn't Make the Final Cut

Originally planned as a regular player character, this tiger-like humanoid was based on the Japanese mythological figure, Kintaro. According to legend, he was abandoned in the mountains and grew up among the tigers. However, constructing a costume of this magnitude simply wasn't feasible. Kintaro's name and tiger stripes were retained when the new Goro-relative boss was created.

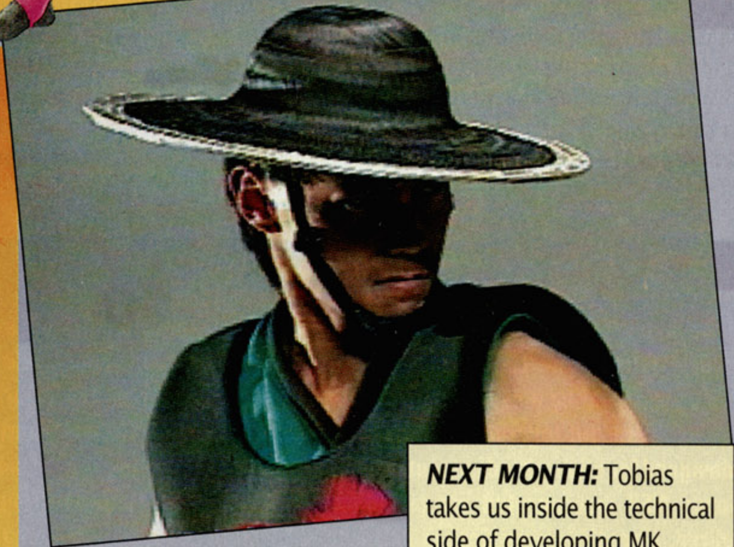




This female fighter was based on a real-life kickboxer named Kathy Long, who Tobias admired and thought to be a totally noble person. She was dropped due to time constraints.



The masked, bald fighter holding the hookswords eventually became Baraka.



NEXT MONTH: Tobias takes us inside the technical side of developing MK, including the process of digitizing the real-life actors and actresses – from footage to computer to coin-op!

SMASHING

THE MYTH OF SPEED & POWER

Have you ever wondered why balloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word. And according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used in the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NES and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stars), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone.

TRUE POWER PROCESSING

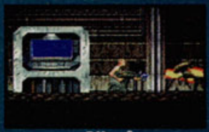
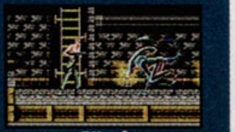
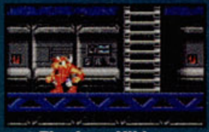
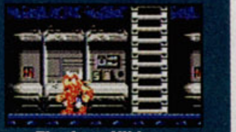
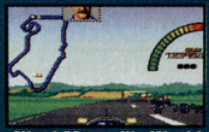
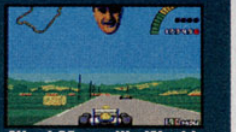
When the Super NES debuted, critics said that Nintendo had waited too long before entering the 16-bit market. What Nintendo had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPUs or video processing units. The video processors are uniquely designed to provide graphic effects like the eight independent background mode functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Alien^3, The Lost Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tang. The Genesis just ain't got the juice.

SUPERior NES

- Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- Almost twice the internal memory for speeding up programs
- Data retrieval is 280 nanoseconds for the Super NES—88% faster than Genesis
- Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through Sonic 2 the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more meat to sink their teeth into. These guys are masters—they want to take their game ideas to the limits, and the Super NES is the 16-bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: *Super Metroid, Street Fighter II Turbo, The Legend of Zelda: A Link To The Past, Super Empire Strikes Back, Star Fox, Mega Man X, Super Mario Kart, NCAA Basketball, Secret of Mana, Final Fantasy II, NHL Stanley Cup, Tommy Moe's Winter Extreme Skiing & Snowboarding, Actraiser, Turn & Burn: No Fly Zone, Ken Griffey Jr. Presents Major League Baseball, Tiny Toon Adventures Buster Busts Loose, F-Zero, Pilotwings, Contra III, Bugs Bunny Rabbit Rampage, Road Runner's Death Valley Rally, Mario Paint, Stunt Race FX, Super Mario All-Stars, Soul Blazer, Castlevania IV, Star Trek: The Next Generation, SimCity, Top Gear, Super Bomberman, Tony Meola Soccer, Wicked 18, Wings 2, Yoshi's Cookie* and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play *these* games.

Super NES	Genesis
 Alien³	 Alien³
 The Lost Vikings	 The Lost Vikings
 Nigel Mansell's World Championship Racing	 Nigel Mansell's World Championship Racing

Super Metroid
Street Fighter II Turbo

GET REAL, GET NINTENDO

So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like Street Fighter II Turbo, the deepest fantasy adventures from Square Soft, Enix, Koei and Nintendo, the most challenging and creative action games like Super Empire Strikes Back and Star Fox and the most realistic and revolutionary sports games like NCAA Basketball and NHL Stanley Cup. The Super NES is the system with real power. If you don't have it, you're missing the real action. Get real. Get Nintendo.

Q&A: THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?	***Super NES***
Which system gives you 4 times the colors?	***Super NES***
Which system gives you the deepest game play?	***Super NES***
Which system has a black control deck?	***Genesis***
Which system has a more versatile controller?	***Super NES***
Which system has the most custom chips?	***Super NES***
Which system has Mode 7 effects?	***Super NES***
Which system has twice the internal memory?	***Super NES***
Which system uses electricity?	***Both***
Which system can use the most sprites (128) simultaneously?	***Super NES***
Which system has a European porcupine for a mascot?	***Genesis***
Which system has true digital sound?	***Super NES***
Which system has specialized DMA architecture?	***Super NES***
Which system can turn you into a super man?	***Neither***
Which system costs about $90?	***Both***
Do you really need anyone screaming in your face?	***No***

Now you add it up. ⬆

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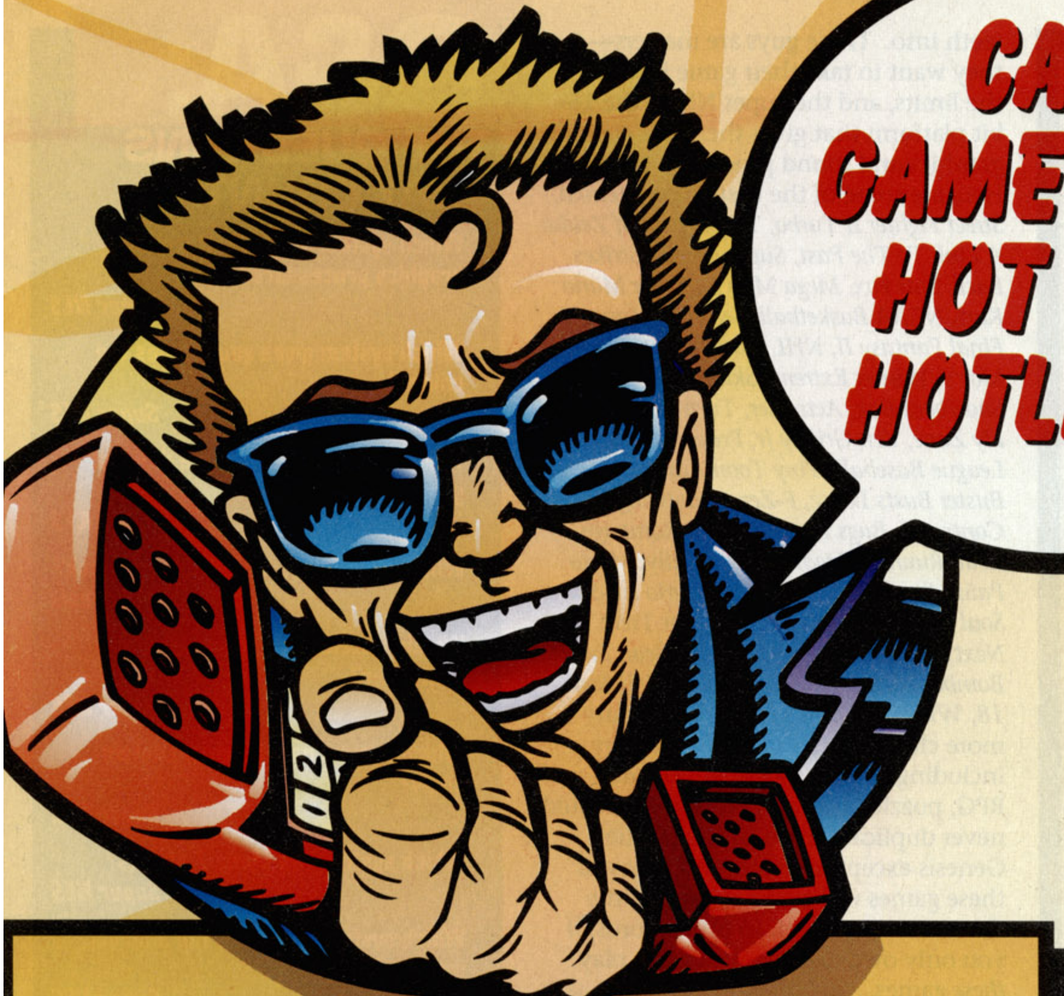

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All the news that's fit to print!

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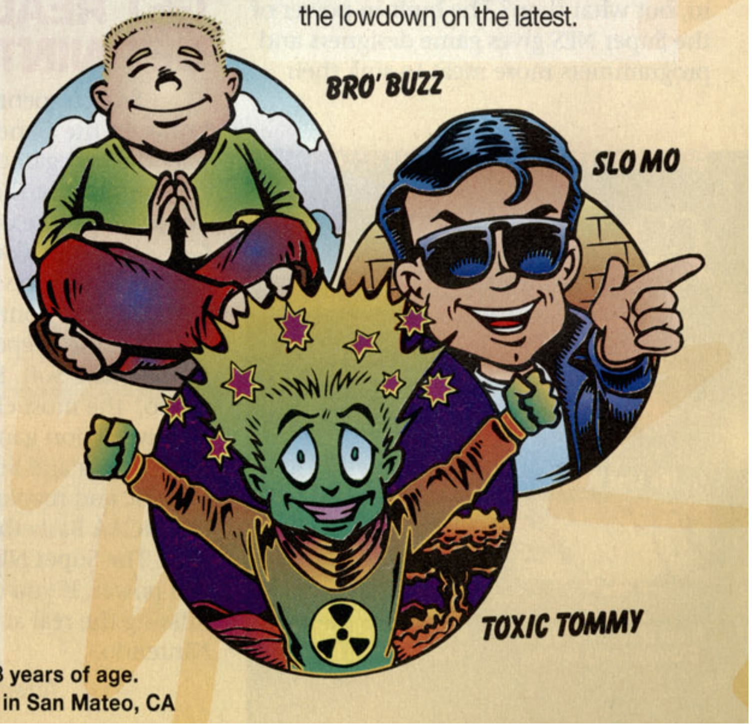

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545G7

Space can be a dangerous place – if you're into space shooters! These five shoot-em-ups will make you scream.

SUB TERRANIA

GENESIS

By Slo Mo

Gravity: It's not just a good idea, it's the law. Sub-Terrania pushes the physical "legal" system to create a great shoot-em-up.

Deep Action

The Sub-Terranian action's sci-fi-serious! It's all underground and underwater on a far-off planet, where an Earth mining colony's been attacked by Unknown Alien Beings.

PROTIP: Use gravity to conserve fuel by drifting down. However, you always use some Fuel even when you don't fire rockets.

PROTIP: Drop from any height without sustaining damage.

PROTIP: Don't exit a level if you have enough Fuel to go for a 1-up, such as those in Levels 1 and 2.

Genesis Game ProFile

Sub-Terrania

(By Sega of America)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

You'll dig the concept of this underground shooter. Excellent graphics and perfect controls make this one of the best games of the year.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	ADJ. Adjustable

$54.99	Shooter
16 megs	9 levels
Available now	Side view
1 player	Multi-scrolling

You control the quick and deadly Attack Fighter. Since gravity and momentum govern the movement of your ship, beating the game takes nimble fingers, strategic planning, and a feel for motion.

Each of the nine levels features several different mission objectives. You'll rescue miners, knock out alien weapons, and recover six Sub-Modules to prepare your ship for an underwater battle royale.

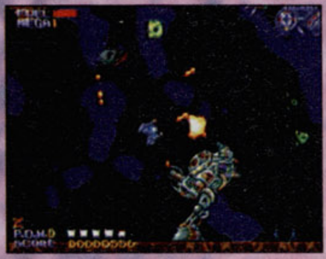
Down and Dirty

The Attack Fighter can burn through the underground air when it has to, but you'd better learn to fire thrusters to maneuver or you'll slam into the cavern walls. The Shields hold for a while, and there are a few shield power-ups; however, take enough hits and you'll literally be blown to teeny tiny pieces. Of course, the aliens are gunning for you, too.

PROTIP: Identify the locations of all the Fuel Pods and the Shield Pods. As you play, the number of these left on a level will help you determine your strategies.

PROTIP: Mission Reports contain critical clues.

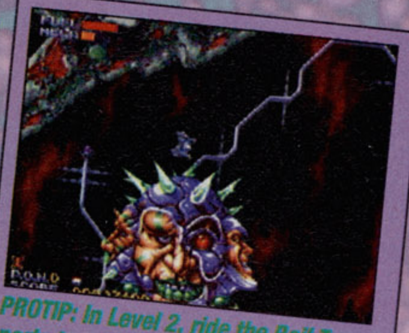
Since the Fighter's blaster shots have limited range and are affected by gravity, you must pull precise maneuvers to shoot effectively. The excellent controls enable you to whip the Fighter around the screen, hover, spin 360 degrees, or slow to a crawl to make precision pick-ups.



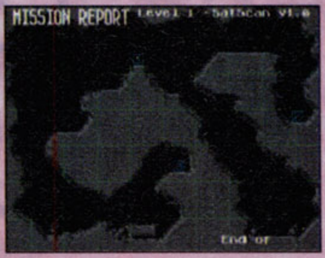
Robots on a rampage.

Underground Movement

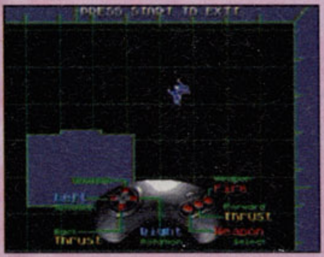
The animation is the star of Sub-Terrania's graphics show, especially the movement of the Fighter. This slick machine slides around the screen like a ball bearing on a steel plate, and if you're good you can make wicked turns and slick sliding stops. The sharp sprites appear in an impressive variety of sizes. Check out the miniscule running miners, then face off against a massive robot boss.



PROTIP: In Level 2, ride the Rail Transports to conserve Fuel. Blast the Doomsday Head boss from the uppermost Rails.



Study the Mission Report Map to locate objectives. It appears only once.



Master the controls at the Training Grid.

There are no audio effects, but the music moves and grooves. You get a bassy, spacey, rock score with serious back beat.

The Bottom Line

Sub-Terrania takes you down under for exceptional shooter action. You'll dig this game!

Alien Attack!

TEMPEST 2000

JAGUAR

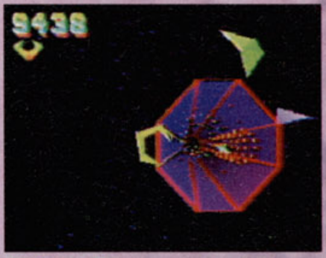
By Scary Larry

If you thought the Jaguar was a cat with teeth, think again! Tempest 2000 is here for the Jag, and for fans of the arcade game, there's no way you won't love this game. For the uninitiated, this game rocks!

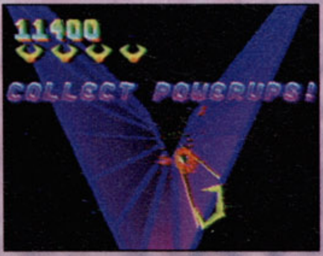
Tempest-uous!

Tempest 2000 is a 64-bit shooter with stunning graphics and smooth game play. The cart presents a number of variations of the original Tempest from the arcades, including a new 3D extravaganza that makes a big bang.

In Tempest 2000, you control a ship that shoots at various alien marauders, such as Tankers, Flippers, and Pulsars, which appear to rise up along the spokes of various geometric patterns straight at you. You start off with a standard shot, but you can power-up to a Particle Laser or collect helpful items such as an A.I. Droid, Warp tokens, and 1-ups. With more than 100 levels, you need all the help you can get.



PROTIP: When you shoot Demon Heads, they break into pieces, which are all lethal.



PROTIP: When you shoot your first enemy, grab the power-up crystals immediately (they should give you the Particle Laser).

You can also play against a friend, using Mirrors to reflect shots back into their playing field. Two-player Tempest is awesome, and well worth the price of the cart.

Jaguar Game ProFile

Tempest 2000

(By Atari)

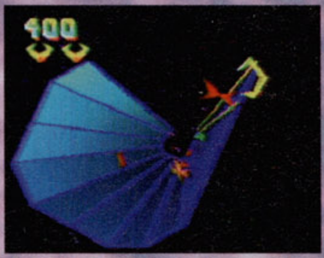
Here's the great shooter Atari needed for its young system. The game's stunning graphics and smooth game play make the Jaguar roar!

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	ADJ. Adjustable

$59.99	2 players
16 megs	100 levels
Available now	First-person perspective
Shooter	

Wow, the Colors!

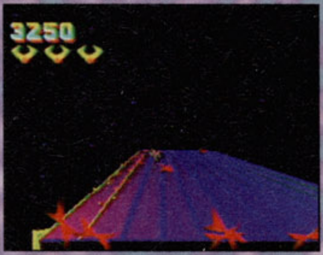
The graphics are fantastic, featuring fast-moving adversaries against a starry background. The enemies are super quick, well-rendered, and lethal. Even power-ups and score numbers scale out at you with unbelievable clarity and color. It's absolutely the best job of fast-moving animation that's to be seen on a game system. Even though the standard Tempest game is basically just lines and empty polygons, it's still incredibly fast.



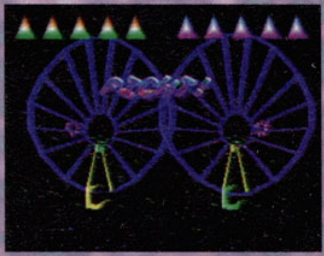
PROTIP: On this shell-shaped level, avoid getting caught on the very tip of the web.

The music is even better than the graphics, with the best techno-rave tracks anywhere. There are more than 30 minutes of music in this game, and you'll hear full voice and sound effects that are crystal clear. This is definitely a speaker tweaker!

The controls are basic, although hard-core fans will miss the paddle controller from the arcade game. The Jaguar controller handles the action well, but you must get used to the game's speed.



PROTIP: This old Tempest trick still works. Try to position your ship high in a corner and turn it sideways. You'll destroy anything that comes into your path.

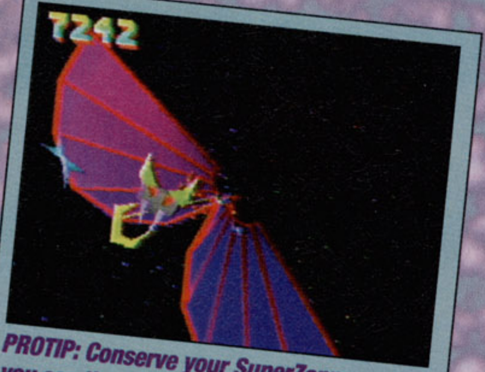


PROTIP: You're not done in this warp stage just because you don't see any more circles. Check above the cloud layer.

Into Tempest-ation

With multiple games and different skill configurations, this game is suitable for any age range, but intermediate gamers will make it only halfway through. If you want to finish this shooter, you'd better have nerves of steel and plenty of thumb pads.

Great sounds, stunning graphics, and arcade speed make this a must. Tempest 2000 makes the Jaguar roar!



PROTIP: Conserve your SuperZapper until you see the Demon Heads.

SPECIAL FEATURE

REBEL ASSAULT

SEGA CD

By The Tummynator

What movie could inspire a whole host of video games 17 years after its release...and still find an audience? LucasArts and JVC have the answer with Rebel Assault, based on the movie *Star Wars.* But the Force does not rest with this game, and only the bravest Jedi will stick around 'til the end.

Rebel Without a Clue

Rebel Assault puts you in the cockpit of the best ships the Alliance has to offer...although you might find that they steer like a '57 Chevy. You're a rookie pilot when galactic civil war erupts, and you're recruited to help out. You train on distant planets like Kolaador and Tatooine, shooting drone targets and avoiding obstacles like canyon walls and ice asteroids. All this is in anticipation of fighting the big boys like Star Destroyers, Darth and the Death Star.

You fly X-Wings and A-Wings, among other craft. Your skills will be divided between obstacle avoidance and target practice. Be warned, though. The canyon walls of Tatooine and ice crystals of Kolaador seem to hold a bigger grudge against you than the Imperial Stormtroopers.

Sega CD Game ProFile

Rebel Assault

(By JVC)

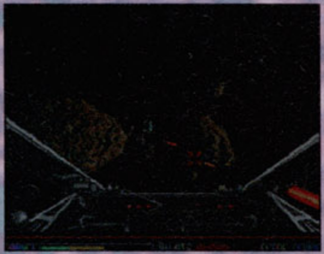
NYR Not Yet Rated

Despite lots of flying, Rebel crashes when compared with other* Star Wars*-based games. Great music can't offset the clumsy controls and murky graphics of this disappointment.

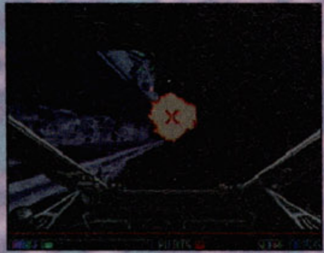
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	2.5	3.5	ADJ. Adjustable

Price not available
CD
Available now
Shooter
1 player

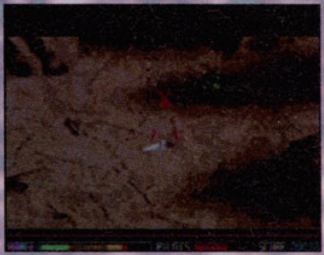
15 missions
Cockpit and overhead view
Passwords



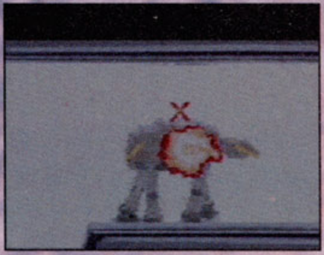
PROTIP: In the Asteroid Field, don't wait for your targeting device to lock on to Asteroids before you shoot them. Strafe the area with laser fire.



PROTIP: To annihilate the Star Destroyers, go after the small guns lined up on the outside of the ship. Then go for the Fuel Pods on top of the ship.



PROTIP: In Mission 3, you can usually nail one of the TIE Fighters the minute you start chasing them through Beggar's Canyon.



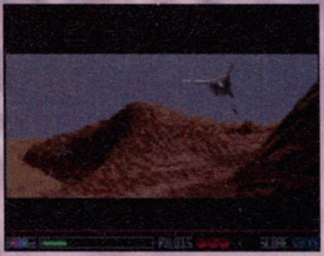
PROTIP: Shadow the Flight Commander's every movement through the Ice Crystal Canyons on Kolaador.

Here's Shootin' at You, Kid

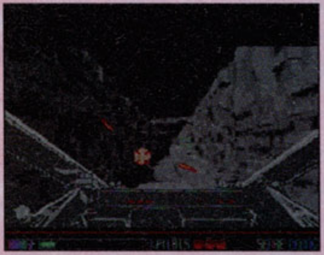
Need a clear picture of what this game looks like? Imagine watching the flying sequences of the *Star Wars* movies after they've been dragged through the mud and re-colorized by Ted Turner. It's grainy, soupy, and very pixelated, except, oddly enough, the scenes where the ships crash, which are very well rendered.

The sounds seem to stay in synch with the movie. Fully orchestrated music, clear voice and sound effects, and great laser blasts all make you feel like you're listening to the soundtrack. Don't expect too much more, though. The voices of the characters (Darth, C-3PO, and the gang) are not from the original actors.

PROTIP: In the ice caves, take the tunnel to the right, or you'll be overwhelmed by Stormtroopers.



PROTIP: Take the right-hand route through the training run on Tatooine, even though the Commander says it's hard. It's not THAT hard.



PROTIP: Don't ignore the guns on the sides of the trench on the Death Star. You need to knock them off first.

The controls are enough to make Yoda cry. You'll crash often, even though you've taken every galactic precaution. This frustrating problem nudges the FunFactor toward the Dark Side.

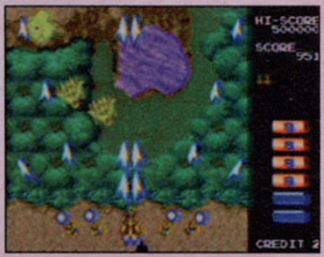
Empire Strikes Out

Older fans (and they must be pretty old by now) may find the challenge worthwhile, but most everyone else will avoid this Assault like a rebel with a cause. Fans of the movies may find this game wistfully engaging, but fire up a tape in the VCR for a better experience.

GRIND STORMER
TM
GENESIS

By Captain Squideo

Warm up your thumbs, jet jockeys, a hot new shooter is rocketing across the galaxy. While not as technologically innovative as Star Fox or other top space marauders, Grindstormer is still a colorful, fun, thumb-bustin' good time.



PROTIP: These extra side pods are invulnerable, so just concentrate on keeping your main ship out of harm's way.

Genesis Game ProFile

Grindstormer

(By Tengen)

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

You'll be puttin' your nose to the Grindstormer for hours in this good-looking, overhead-view shooter. It's no technological breakthrough, but it's a thumb-bustin' good time.

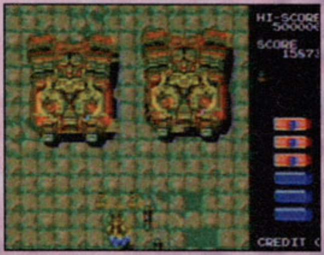
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	ADJ. Adjustable

$39.95
8 megs
Available April
Shooter

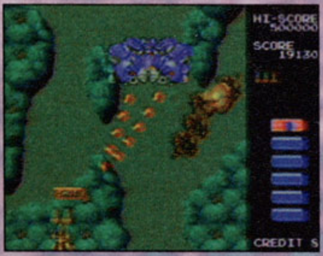
1 player
6 levels
Overhead view
Downward-scrolling

Grindstory

It's just another day in the Milky Way. As the last surviving pilot of the Terran Defense Force, the fate of the Earth depends on your ability to fly the state-of-the-art fighter Grindstormer against the evil invaders from Zeta Reticulli. Though your remarkable ship can pick up a terrific array of weapons, the odds are stacked against you, just like any pro pilot should want it. Ahead lie six levels of fiery frenzy, which you have to complete twice to see the true ending.



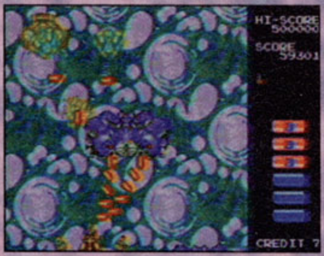
PROTIP: In Stage One, save your Bombs for the two bosses at the end. Bombs make short work of these missile-launching foes.



PROTIP: Be careful when you dash for pick-ups. Often a missile is aimed right at them, timed to arrive when you do.

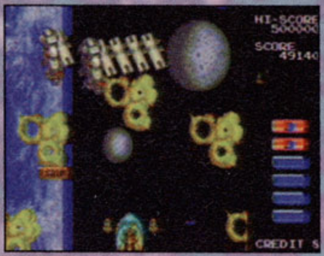
A Space Odyssey

Already a hit in the arcades, Grindstormer is a classic space shooter. You have an overhead view of your ship and a down-scrolling screen of enemies *à la* Gradius, with colorful multi-layered backgrounds *à la* Axelay. A large vertical Status Bar provides easy-to-read updates on such things as your score and armaments. There's great detail in the graphics, but sometimes there's so much happening on-screen that your ship gets lost amid all the explosions. Also, you can't always tell the difference between an object you can fly over and an object you'll collide with.

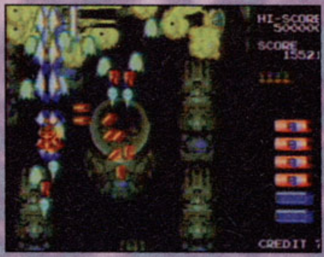


PROTIP: Unlike Stage One, Stage Two has enemies that come at you from the sides. Use Bombs against these purple ships.

The sounds are about average for shooters. Pounding music propels the action, and tons of sound effects zap around you, but there are no voices to announce your pick-ups, which might help when the fightin' is furious.



PROTIP: If you fire a Bomb almost immediately when you start Stage Six, you can clear the busy Playfield and snag new weapons.



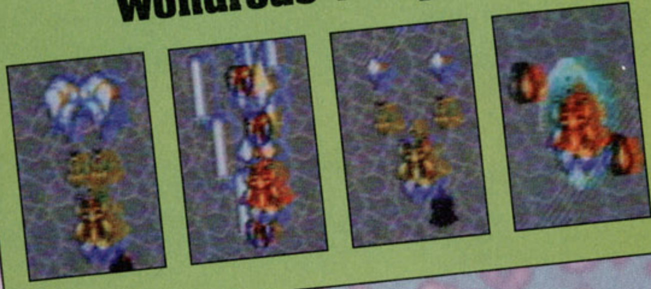
PROTIP: This is one shooter where you'll really roam the screen. Don't plan on staying safely at the bottom.

I Could've Had a V-5!

Smooth controls can make or break any shooter, and Grindstormer soars in this category. Your ship moves fluidly with pinpoint precision, enabling you to squeeze through tiny spaces to snag weapons. What's more, there's even a bonus game – V-Five – with its own unique power-up system. Practice before you attempt this tough challenge.

Hey, so it doesn't have the polygon graphics other shooters brag about. You'll still be puttin' your nose to the Grindstormer for hours.

Wondrous Weapons



MICROCOSM

SEGA CD

By Manny LaMancha

Axiom and Cybertech have been bitter business adversaries for years, but a Cybertech traitor is helping Axiom establish mind control over Cybertech's president, Mr. Korsby. Microcosm requires you to miniaturize and jet into Korsby's body to destroy teeny alien invaders. If you fail, Axiom will take over Cybertech.

PROTIP: When you finish off a level guardian, you must get through a few guards in the Portal section before the level is done. Avoid them, rather than blasting them.

Sega CD Game ProFile

Microcosm

(By Psygnosis)

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences

A battle against enemy forces inside the body becomes an intense race against time. The FMV tries to break new ground, which makes Microcosm a unique adventure that's worth a try.

Graphics	Sound	Control	FunFactor	Challenge
3.0	5.0	4.0	3.0	ADV. Advanced

Price not available
CD
Available now
Shooter
1 player

5 levels
Behind-the-ship view
Multi-scrolling
Passwords

You Got the Guts?

After the plot is discovered, you are shrunken down and injected into Korsby. You pilot through his body and head off the various "protectors" of Axiom's plot. The playfield becomes a winding, claustrophobic journey.

PROTIP: Don't waste special weapons on the twisting, turning sections.

PROTIP: You can hold the fire button for rapid-fire, but use it only with your primary weapon, which has unlimited shots.

Microcosm is heady science fiction, but it's easy to get into. Unlike some Sega CDs, moving your ship is simple, because you don't have to steer. The paths are predetermined, with the various ships overlaid on the "movies." You just shoot as many enemies as you can, pick up power-ups to increase your weaponry and shields, and avoid being blasted.

The disc is loaded with video clips and rendered scenes, which contribute nicely to the visuals and the story sequences. The small color palette requires you to stretch a little, because the pix appear awfully flat.

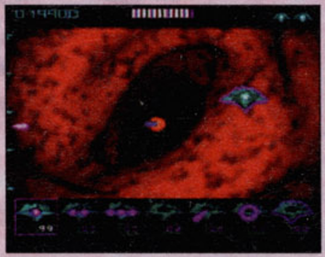
PROTIP: Don't get too greedy when you shoot alien ships. If you stay to the sides of the screen and always moving, you'll probably survive longer.

In Another Vein

Rick Wakeman, keyboard whiz from the rock group Yes, has contributed an eerie beat that accompanies your trek through Korsby's inner workings. The boom of your various weapon blasts and jet noises, along with those of the intermissions, are clear, too.

The basic elements are there for an enjoyable contest, but the actual FunFactor is impeded by the design. You can't aim accurately, especially when the course takes its frequent twists and turns. There's a lot of trial-and-error during your trek to Korsby's brain, and the lack of precision shooting detracts from the challenge.

PROTIP: It's tough getting the enemy capsule to go down in the heart. After the first open area, the capsule sits pretty close to you. This is a good time to pepper it with sonic blasts.

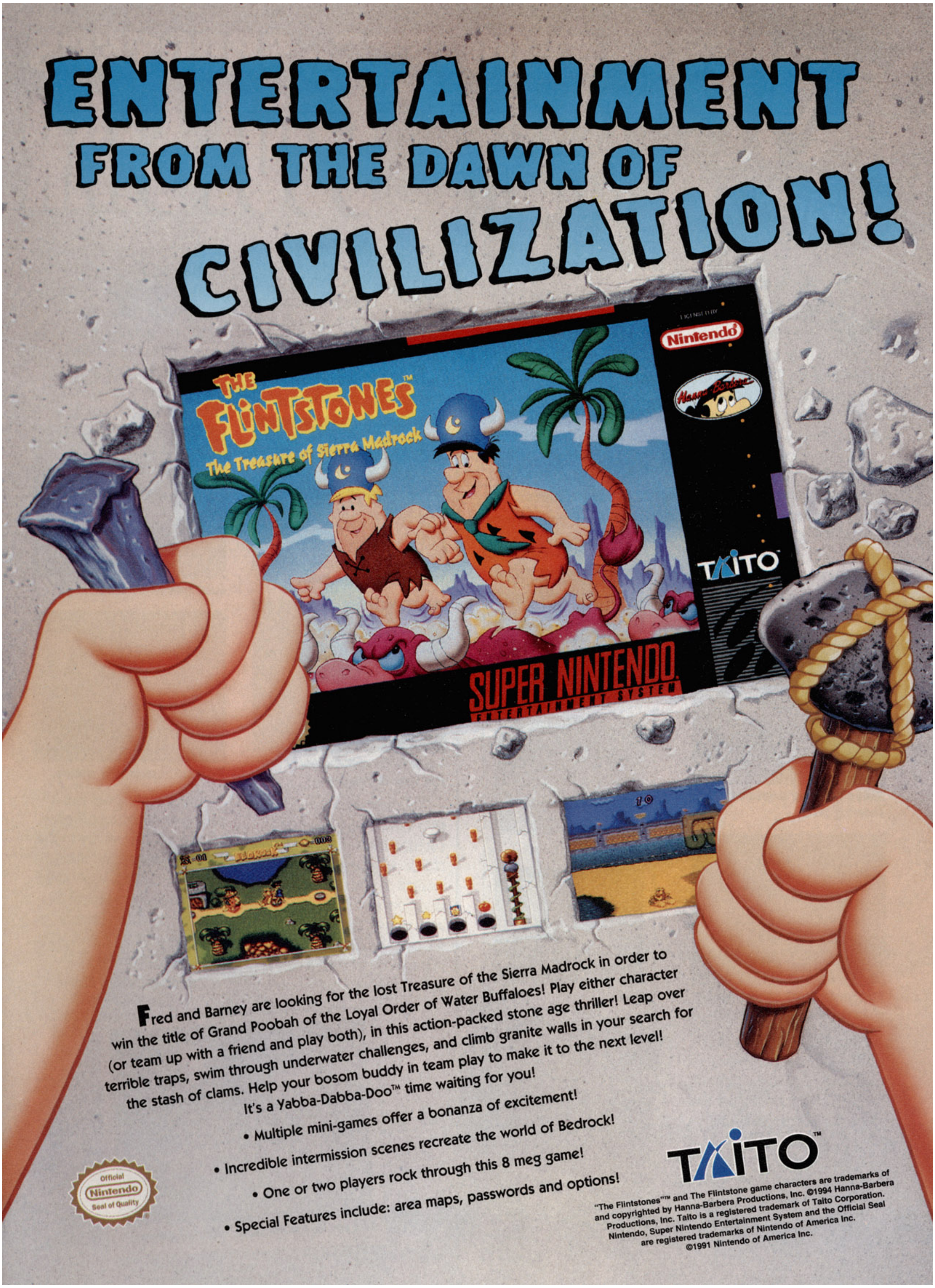


PROTIP: In the heart valve save your shields for the two areas when your foe drops his guided missiles.

Stiff in the Joints

Nice try! As Psygnosis bones up on its process for creating rendered games, and game systems get more muscle, games like Microcosm will be the life blood for the industry. For the time being, though, it's an experiment that misses by a neck.

The various animations packed on the CD really set the mood for the game.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SPECIAL PREVIEW

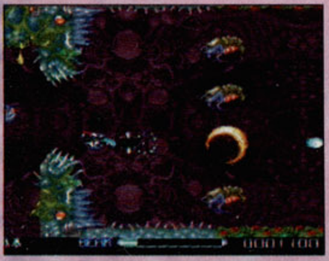
SNES PREVIEW

Super R-TYPE III

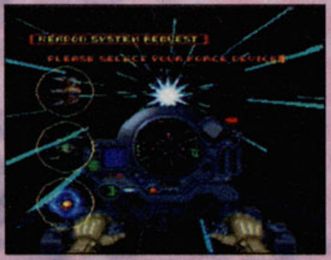
By Slo Mo

Irem's bringing the Bydo Empire back for another invasion. Six hot side-view levels (the only way to play), include snazzy Mode 7 effects for some enemy vessels and cool scaling for the bosses.

As usual, the Bydo forces will have menacing machines and freaky biological messes. New tricks include the weirdo Eyeball Shots and the tricky Urchin Ship on rails. Vets will recognize old friends and foes, such as the Spinning Ring and the Morph creatures.



Start a refresher course on R-Type shooting skills.



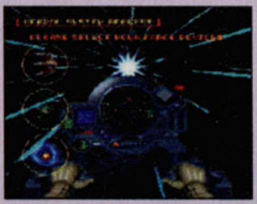
Prepare for battle by picking one of three Force options.

Your R-Type fighter will be cut from the classic mold. In addition to rapid-fire, you'll still be able to hold down a fire button to build up an awesome plasma blast. However, this time you'll be able to choose from three types of Force Pods, which you'll select at the get go. The Pods blast various types of laser beams as you gather power-ups for them. Naturally, you'll be able to connect and disconnect Pods, attach them to the rear or front of your fighter, or blast them forward into the enemy.

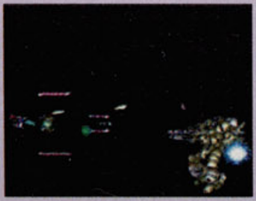
Super R-Type should be a force to be reckoned with. G

Super R-Type III By Irem
Available May

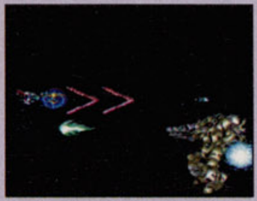
The Force Pods



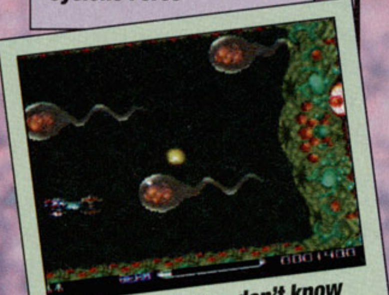
Round Force



Shadow Force



Cyclone Force



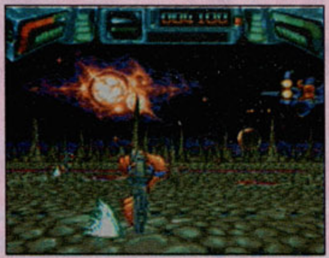
The Bydo bad guys don't know when to quit!

SEGA CD

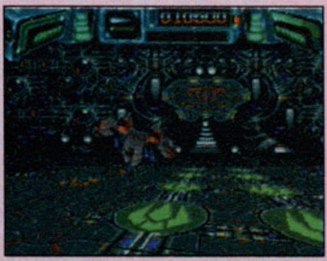
SOUL STAR

By Slo Mo

With SoulStar you'll strap into a classic shooter design, but you'll blast off into strange, new outer-space locales. As one of the Cryo-Commandos, you'll erase the Myrkoids from the galaxy.



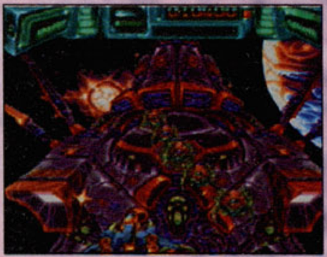
Turn and burn planetside.



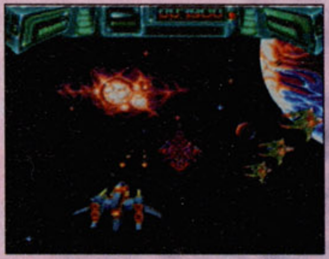
Inside battle stations, you'll spin this view 360 degrees.

You fight via a behind-the-ship view. Two players can coordinate a simultaneous attack. Alien attackers head straight at you or quickly zip in behind you. The preliminary version was ultra-quick, and the ships cutting in from the rear almost seemed to come out of nowhere.

You'll pilot three spacecraft through 40 missions. The Strike Craft will tear through the Myrks in space. The Turbo-copter will operate best when you fight in atmosphere. The Sub will motor you across planet surfaces to lay waste to enemy command posts.



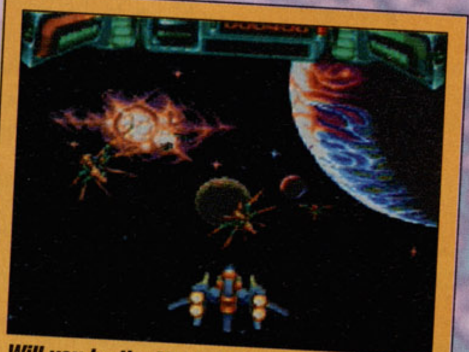
Boss spacecraft will be huge.



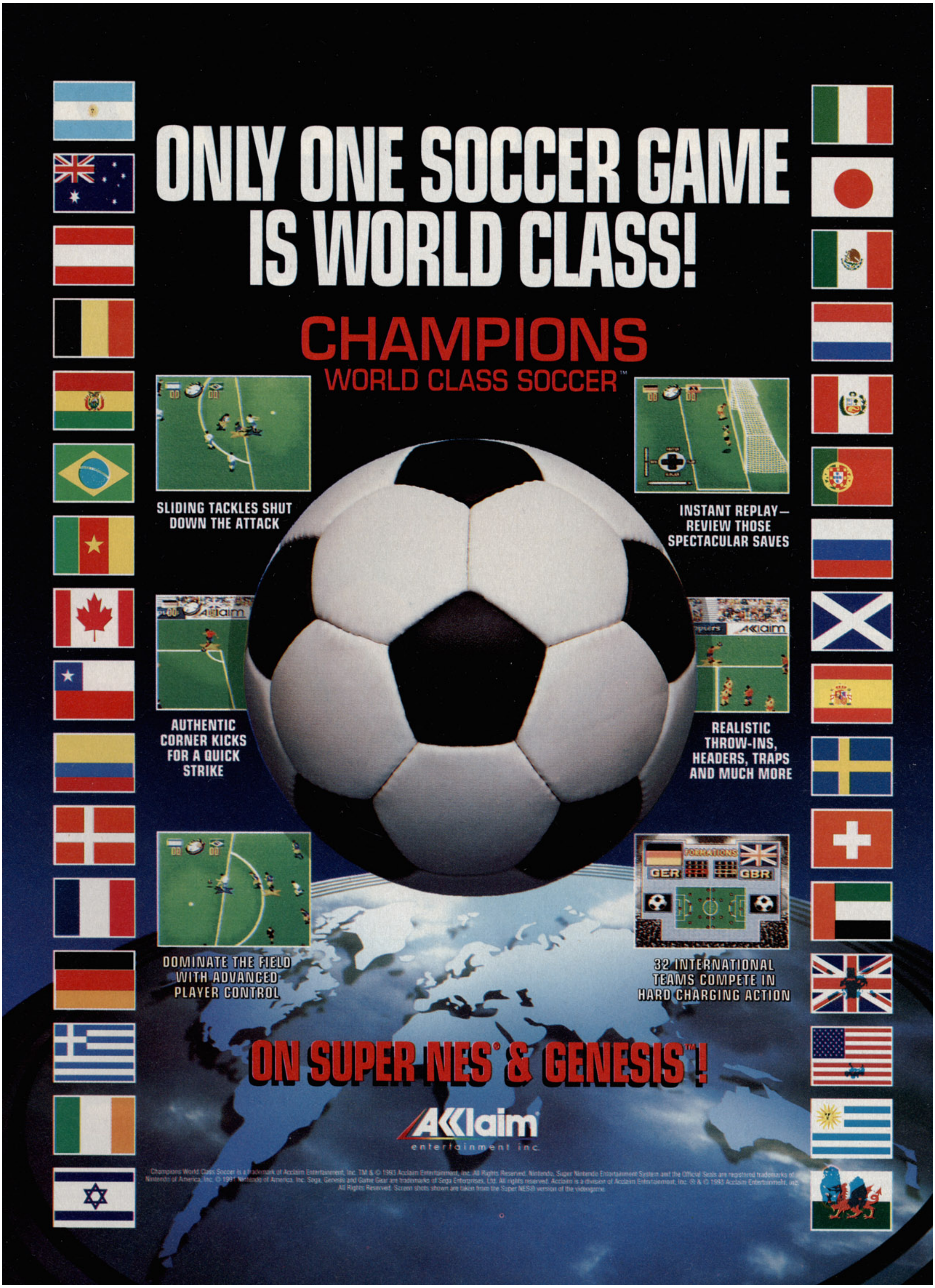
Wipe out strange new worlds.

The scenery looks like it'll paint a pretty picture. Dodge among planets, set fire to the skies, and bump and grind along the ground. You'll even slide inside enemy battle stations, where you'll be able to fight the good fight in a 360-degree field of view. G

SoulStar By Core Design
Available May



Will you be the Myrkoids' worst nightmare?



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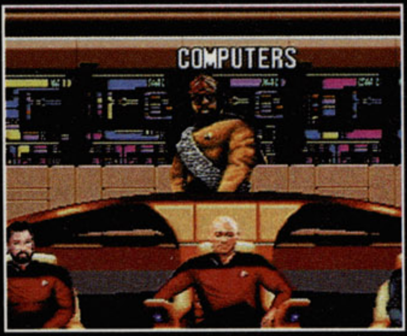
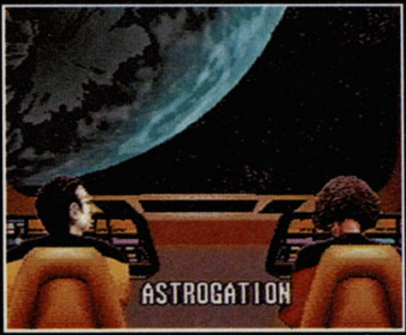
Report To

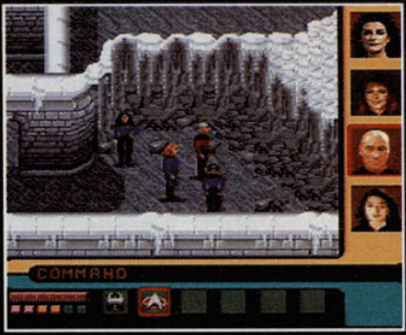
YOUR
FACE
HERE



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.

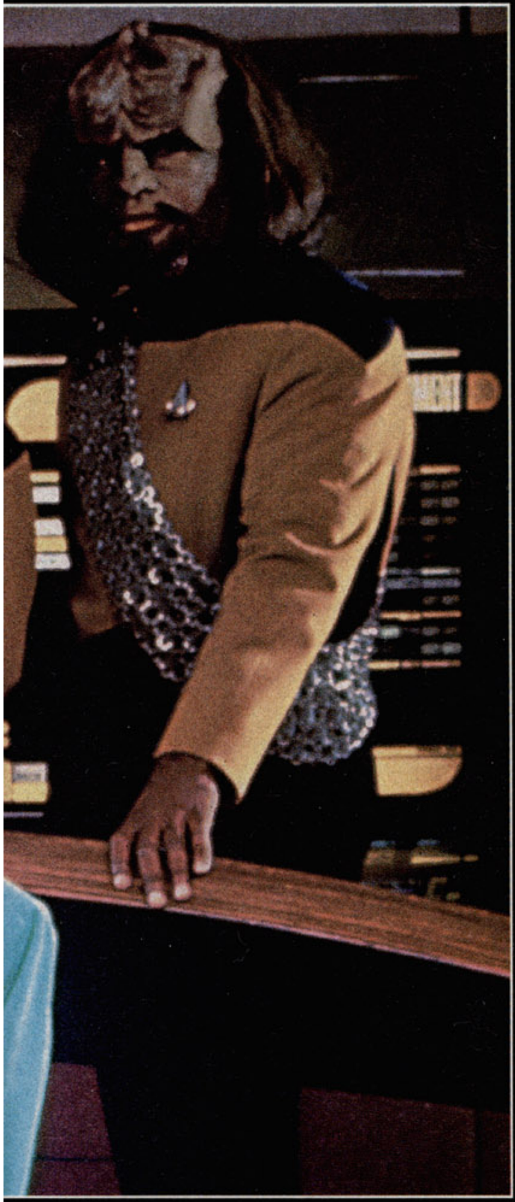

ASTROGATION

Your mission: Chart a course through unknown worlds to confront the Derandomizer–the most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.

STAR TREK THE NEXT GENERATION®

"Future's Past"

Spectrum HoloByte

SUPER NINTENDO ENTERTAINMENT SYSTEM

STAR TREK THE NEXT GENERATION
"FUTURE'S PAST"
Nintendo
Spectrum HoloByte
SUPER NINTENDO

Also coming soon on IBM CD-ROM and 3DO.

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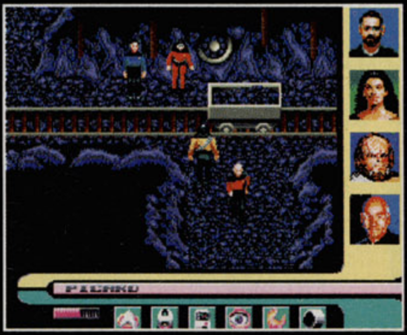
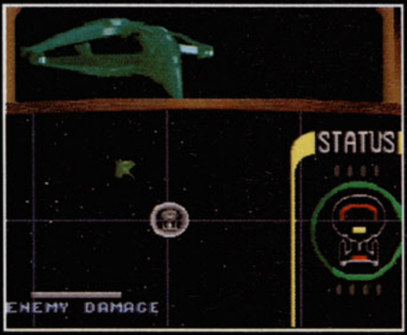
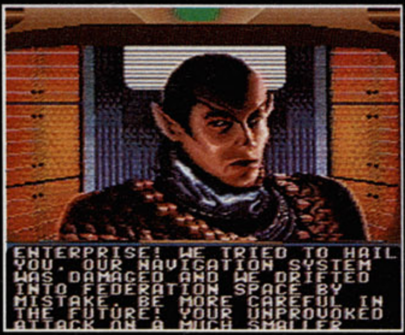


Will you need Dr. Crusher's™ healing power or Worf's™ strength? The fate of the Federation hangs on your decision, Commander.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



ENTERPRISE! WE TRIED TO HAIL YOU. OUR NAVIGATION SYSTEM WAS DAMAGED AND WE DRIFTED INTO FEDERATION SPACE BY MISTAKE. BE MORE CAREFUL IN THE FUTURE! YOUR UNPROVOKED ATTACK ON A MUCH SMALLER

You've won this encounter with the Romulans™, but they'll be back. Will you be ready?

The Pirates of Dark Water

By Bro' Buzz

Video swordfighters looking to brighten up their day can dive into Dark Water. The Pirates of Dark Water vividly recreates the fantasy/adventure depicted in the animated TV series and the action toy figures of the same name. Dark Water shipmates will recall the tale of Prince Ren, who must find the six fabled Treasures of Rule in order to dry up the sinister Dark Water, which threatens to defile the ocean world of Mer. His cohorts are the former pirate loz and the Ecomancer warrior Tula.

This is a hearty hack-n-slash Genesis action/adventure game cast in the near-classic mold: Have sword, will travel (but no kidnapped princess). You slice and dice through eight wondrous but deadly stages as you seek the Six Treasures to drain the Dark Water.

Dark Water Sailors

You can play any of the three characters in this single-player quest. The precise, imaginative controls put you in complete command. The game's basic two-button fighting mechanism is familiar: jump, slash, or throw a special weapon, like Tula's Ecomancer Energy. You can stop or jump on a dime, and you can even grab onto objects to save yourself during a fall. Each character has talents that give them advantages in certain stages or against certain enemies.

Genesis Game ProFile

The Pirates of Dark Water

(By Sunsoft)

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

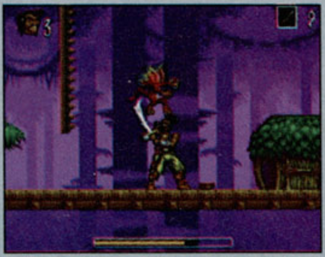
This wild hack-n-slash adventure will pump your reflexes. Dark Water isn't cutting edge, but it's mighty sharp.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.5	5.0	4.5	Intermediate

$64.99
16 megs
Available April
Hack-n-slash
1 player

8 stages
Side view
Multi-scrolling
Passwords

PROTIP: If an item drops out of the screen when you uncover it, immediately jump down after it. It might be intact.



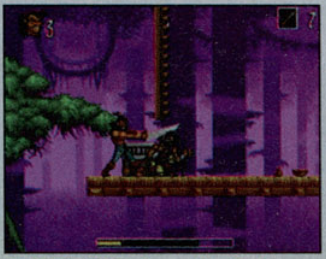
PROTIP: Don't use Niddler to swap characters unless it's critical, and always stockpile Minga Melons.

PROTIP: If you must make a blind jump in the Pandawa Jungle, remember that the coconut booby traps always hang above a platform.

PROTIP: You can't drop from somewhere unless there's something under you.

Water's Dark and Deep

The familiar-but-fun video swordfighting is cut-and-dried, but it's challenging enough to make you cut and cry. Even though accomplished adventurers will wade through much of the Dark Water opposition, each stage eventually stalls you with massive evil heat and some cool curveballs, such as the Dark Water's living blobs of yuck that chase after you. Three lives don't leave much room for error, but at least you get passwords.



PROTIP: Nets have limited range, and you can cut your way out of them.

PROTIP: For some reason there are plenty of nifty hiding places, but you never find anything in them.

PROTIP: You can survive up to a three-story drop.

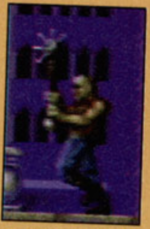
Since bad guys drop items when you slay them, the game's inventory system comes in handy. You carry Keys to open doors, Food to recharge energy, and four Potions that give you important tactical advantages. The Gravity Potion, for example, zips you across the screen when you jump.

Every stage is populated by unique-looking foes. Villainous pirates, vile spider creatures, and skeleton soldiers are among the aggressive gangs. If you whack them, they reappear when you backtrack. You'll also curse the net-tossers of the Pandawa Jungle, the Bobo Mountain spearmen, and the freeze-spell genie in the Andorus caves. The bosses, unfortunately, are not so tough. They generally succumb to pattern attacks, if you can figure them out.

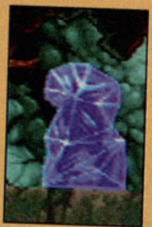
PROTIP: You can stockpile some items by using the ol' hack-the-enemy-then-leave-the-screen-and-return trick.

PROTIP: One projectile nails two foes if they're close together.

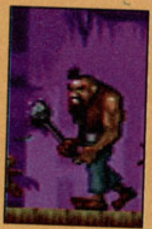
Pirate Punishers



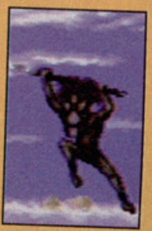
Spikeball Baldy



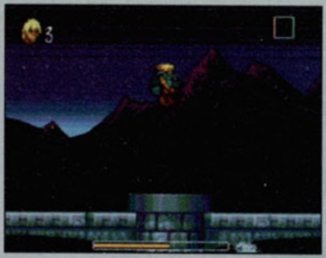
The Freezer Genie



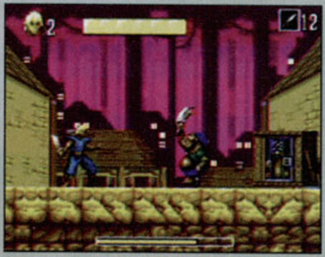
Net-Tosser Goon



Bobo Spearman

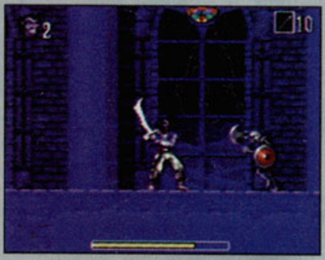


PROTIP: The Spin-Jump (press a direction and hit B, B) extends your leaps, and it makes a great escape move.



PROTIP: To beat Konk in the Port of Pandawa, repeat this attack sequence: Charge, slash, and leap over him. Beat him quickly or he'll launch sharp stuff.

PROTIP: Unlike his cohorts, Ioz can dispatch foes with one swordstroke.

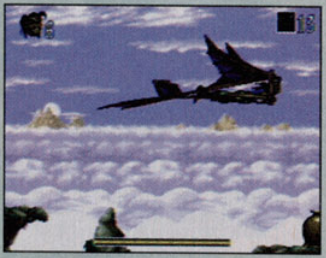


Skeleton warriors guard the Citadel.

Eyes Water

The primo cart art stars character graphics from the TV show. The parallax-scrolling backgrounds are absolutely otherworldly. The animation features some nifty (if sporadic) CPU-controlled fighting moves. For example, Tula pulls a nice backward judo throw and Ioz has a nasty stab-and-lift sword strike.

Seek the Six Treasures of Rule.

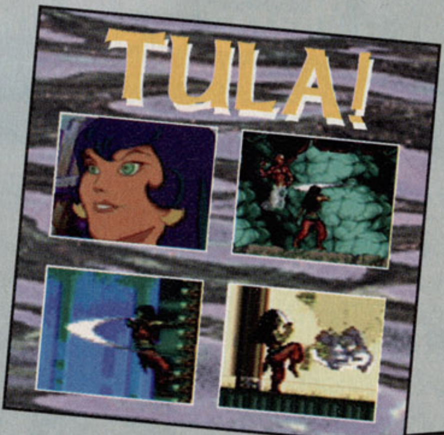


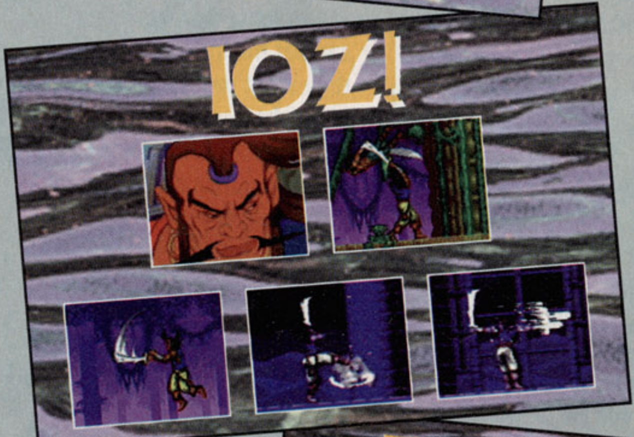
The sky above, the cruds below.

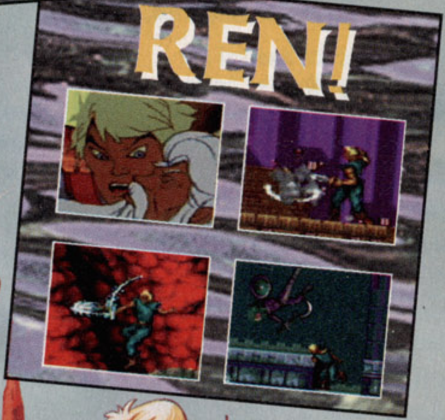
The Dark Water audio is a little wet, though. The music sounds good, but while the opening tune kicks, the stage tracks are much too repetitive. The effects, on the other hand, are sparse. All the evil dudes voice the same "ughhh" when they get hit. Moreover, the character description screens show favorite phrases for each hero, but you never get to hear them.

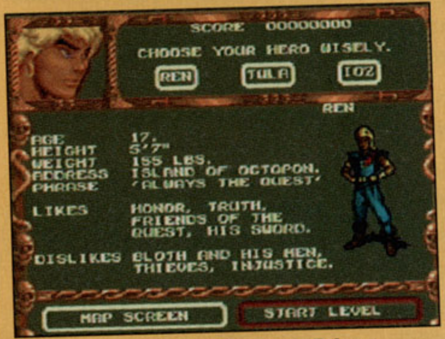
A Pirate's Life for You

This hack-n-slash game is a cut above the rest of the crew. You may have to channel surf to find Dark Water on the tube, but if you're looking for video adventure, Pirates is prime for plunder. **G**



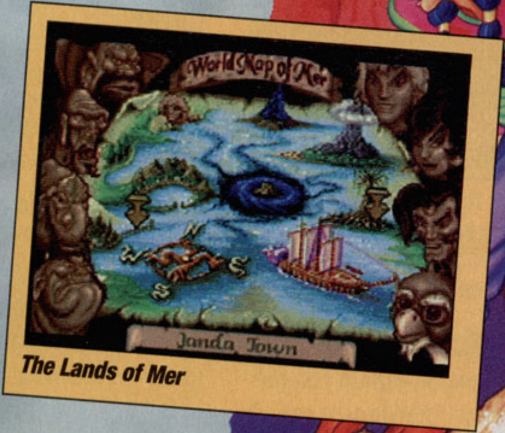






AGE 17.
HEIGHT 5'7"
WEIGHT 155 LBS.
ADDRESS ISLAND OF OCTOPON.
PHRASE 'ALWAYS THE QUEST'
LIKES HONOR, TRUTH, FRIENDS OF THE QUEST, HIS SWORD.
DISLIKES BLOTH AND HIS MEN, THIEVES, INJUSTICE.

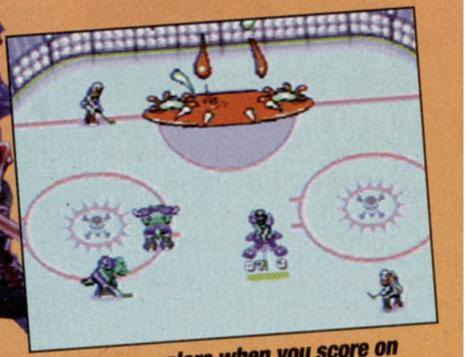
Ren must save his father, King Primus.



The Lands of Mer

Genesis

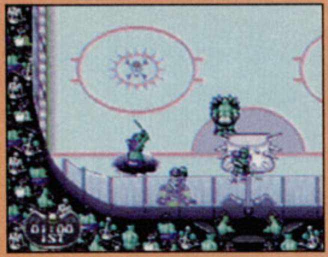
MUTANT
LEAGUE
HOCKEY



There's gore galore when you score on a Demon Net.

By Bonehead

You like hockey? You like mutants? You like bloodshed? Then this is the cart for you! Anyone who enjoyed last year's Mutant League Football will get the same thrills and laughs from EA's latest creepy creation.



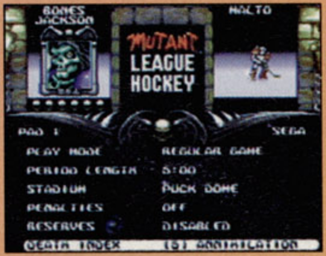
PROTIP: Don't skate where you see thin-ice cracks or holes. Players will fall through and disappear for the rest of the period.

PROTIP: Practice against the weak Mighty Weenies before you take on harder teams.

Mutant Mayhem

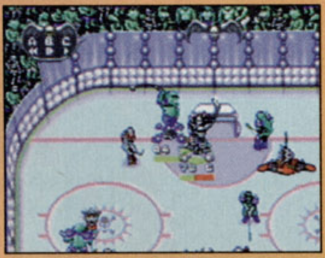
Here's hockey the way it's played in some demon's bloodiest nightmare. Players with names like Spew Puke and Grimly play for sci-fi teams such as the Cadavers and the Derangers, in alien stadiums with names like Madness Square Garden and St. Mucus Arena. Mines explode on the ice, chainsaws and axes are allowed, players disappear into holes, and sharks patrol the ice.

Oh, yes, there's a hockey game, too, with an adjustable Death Index so you can control the violence. Hockey purists can set the Index to Rough if they want more hockey than bloodshed, while Mutant maniacs can play at the Annihilation setting for maximum carnage.

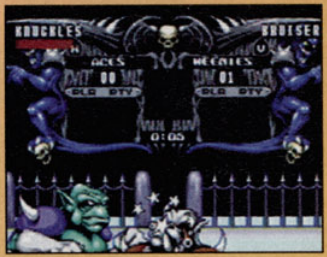


PAD 1 SEGA
PLAY MODE REGULAR GAME
PERIOD LENGTH 5:00
STADIUM PUCK DOME
PENALTIES OFF
RESERVES DISABLED
DEATH INDEX (5) ANNIHILATION

PROTIP: You can win by Forfeit if you set the Death Index to a high number and focus on knocking out opposing players so they can't field a team.



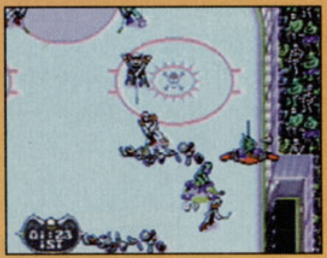
PROTIP: Injure or kill the opposing Goalie with one of the weapons you pick up.



PROTIP: Try to pick fights. When you win, your opponent will stay in the penalty box longer and you'll have a Power Play.

MHL Hockey '94

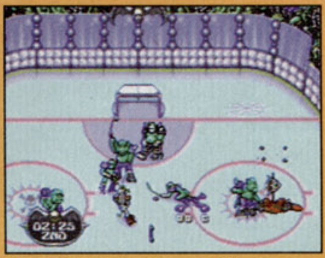
Just as fans of Mutant League Football will recognize the players and teams, fans of NHL Hockey '94 will recognize the game play. You use the same button presses, and get the same One-Timers that are in the realistic hockey games. The controls aren't as efficient, however, making it harder to complete passes and play tight defense.



PROTIP: Check opponents into the spikes at Madness Square Garden and they'll be impaled, giving you an instant Power Play.

The gruesome graphics are uneven. They're best when they're conveying humor – the giant slug that works as the Zamboni, for instance. Unfortunately, the skaters are hard to tell apart, and you can't always identify the weapons.

The sounds are appropriately rockin' for this grim fairy tale. The music cranks along with rowdy defiance, and the sound effects have the right ugliness to complement the gory graphics. Commentary would've helped you follow the game, though.



PROTIP: At the Face-Off, use your weapon against your opponent. You should be able to knock him out and take off with the puck.

Scary Fun

It's creepy, it's sickening...it's hilarious! Mutant League Hockey has the most brutality seen on a rink since Tonya Harding tried out for the Olympics. This one takes a medal, just not a Gold. G

Genesis Game ProFile

Mutant League Hockey

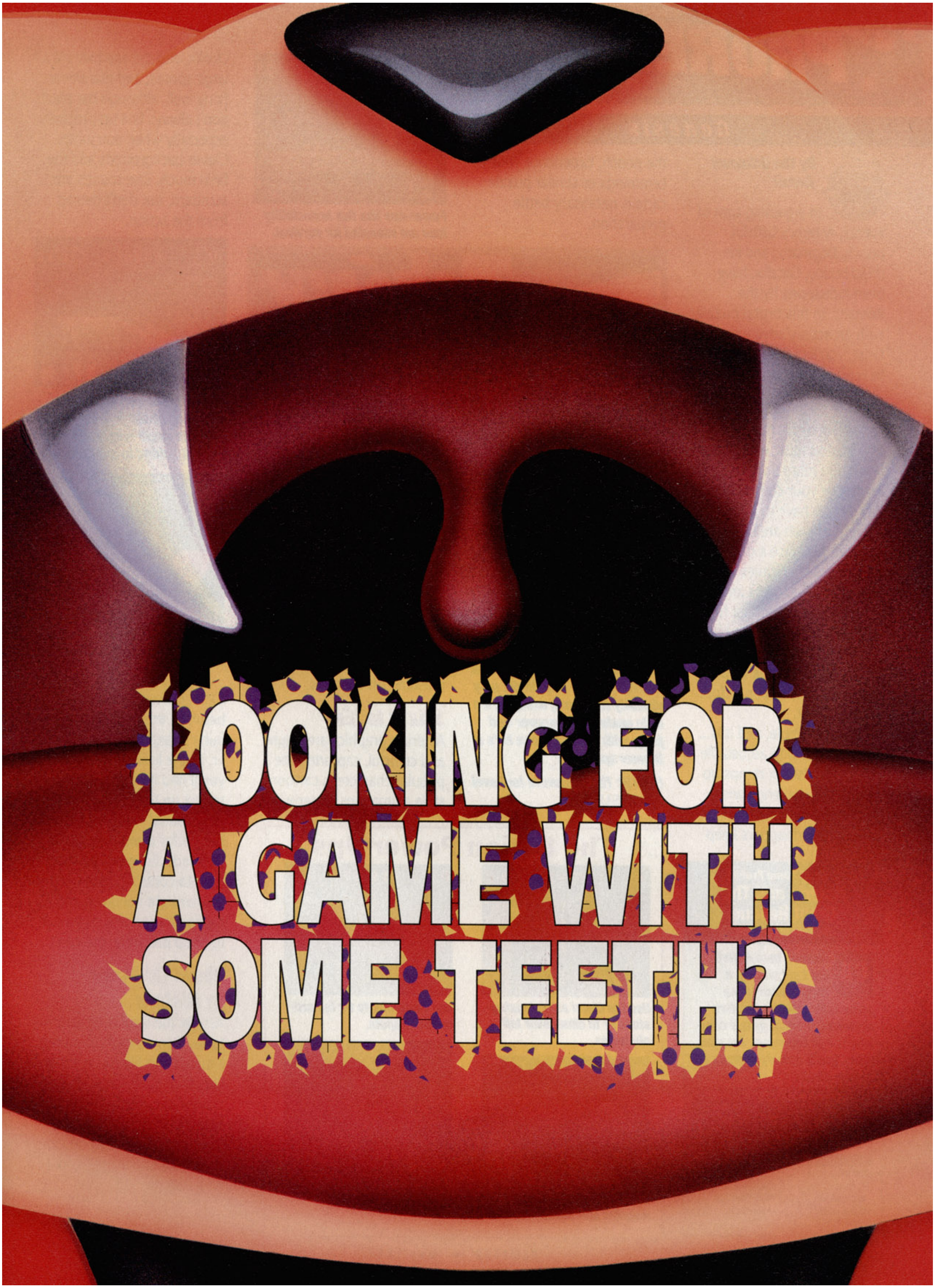
(By Electronic Arts)

Rated by V.R.C. MA-13 Parental Discretion Advised Mature Audiences

What Tonya Harding is to figure skating, this game is to hockey. Combining hockey with war, Mutant League is bloody, hilarious fun, but it's no champion.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	3.5	4.0	Intermediate

$59.95
16 megs
Available now
Action/hockey
4 players (using 4 Way Play)
Overhead view
Multi-scrolling
Passwords


LOOKING FOR A GAME WITH SOME TEETH?

PROREVIEW

Genesis

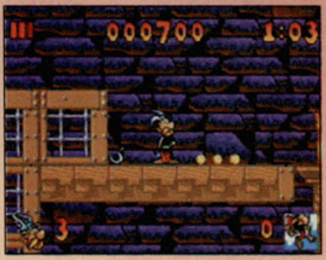
By The Unknown Gamer

In a gauling turn of events, Asterix's faithful pooch, Dogmatix, and his druid buddy, Getafix, have been kidnapped by the Romans. In this brutal puzzler with an action/adventure twist, you'll quickly feel ready to rend your toga into shreds.

When in Rome...

As Asterix or his buddy, Obelix, you must navigate six levels and more than 50 areas. To rescue your compatriots, you simply have to get to the end of each area. Along the way, you face a gauntlet of dangerous enemies and obstacles, like spikes and falling pillars. You must figure out how to dodge each obstacle, smack each enemy, and get to the end of the area to quaff a special potion before time runs out.

Sounds simple, and it is... at first. Even with adjustable challenge, Asterix ramps up so quickly, challenge-wise, that beginners may feel like letting the kidnappers keep the pooch. Experience with Lemmings or similar puzzle carts is necessary battle preparation.



Power-ups like this Invincibility icon are essential for survival.

Asterix
and The Great Rescue

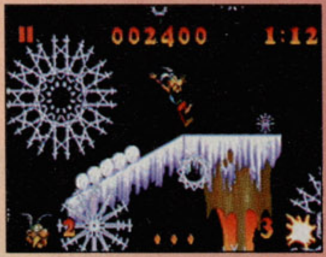
PROTIP: Asterix and Obelix play virtually the same, except it's a little easier to maneuver and jump with Asterix, since he's a thinner sprite.

PROTIP: The password for Level 2 is INSULA.

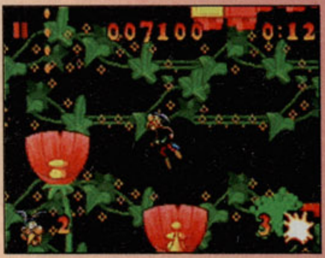
The secrets to success are the Special Weapons you get when you drink special potions. In addition to standard power-ups like Invincibility, Extra Lives, and Extra Health, you can also snag points by grabbing Coins, Money Bags, Helmets, and by finishing off enemies.

Stix It to 'Em

Asterix's graphics are bright and colorful, capturing the popular character's cartoon-style animations. Asterix, Obelix, and the enemies are all large sprites, and manuever fairly well, although the pixels don't always line up precisely, especially when you jump. Clever backgrounds add the final touch. The sounds are standard, but don't detract from the action.



PROTIP: After you punch the giant snowballs in Level 5, jump over the small snowballs that are left behind to avoid damage.



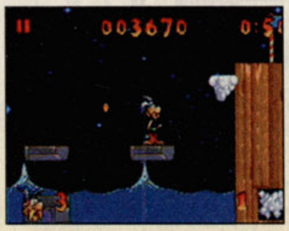
Asterix's inability to jump precisely becomes a deadly annoyance.

In the early areas, making Asterix move and swapping between the weapons seems fairly straightforward. However, as the levels get tougher, you'll find it's annoyingly easy to mix up the button for *swapping* Special Weapons with the button for *using* the Special Weapons. Even worse, the hard-to-control jumps become a downright handicap and a big frustration when you need to jump precisely, but can't.

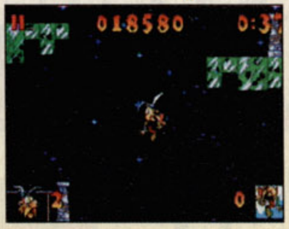
You'll Go Down in History

Asterix the Gaul is an acquired taste. If you hated Lemmings, Krusty's Fun House, and the like, then climb aboard your chariot and ride in the opposite direction. Warriors who like tough puzzle action that lasts eons should get a fix with Asterix. G

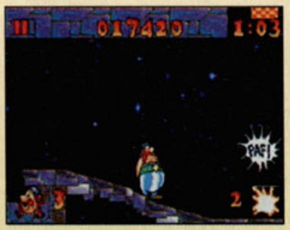
The Potion Power-Ups



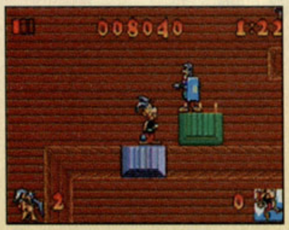
Use the Cloud as a stepping-stone or to climb over tall obstacles.



Use Levitation to fly to hard-to-reach spots.



Use the Fireball to take out enemies and destroy obstacles.



The Disguise makes Asterix invisible to enemies.

Genesis Game ProFile

Asterix and The Great Rescue

(By Sega of America)

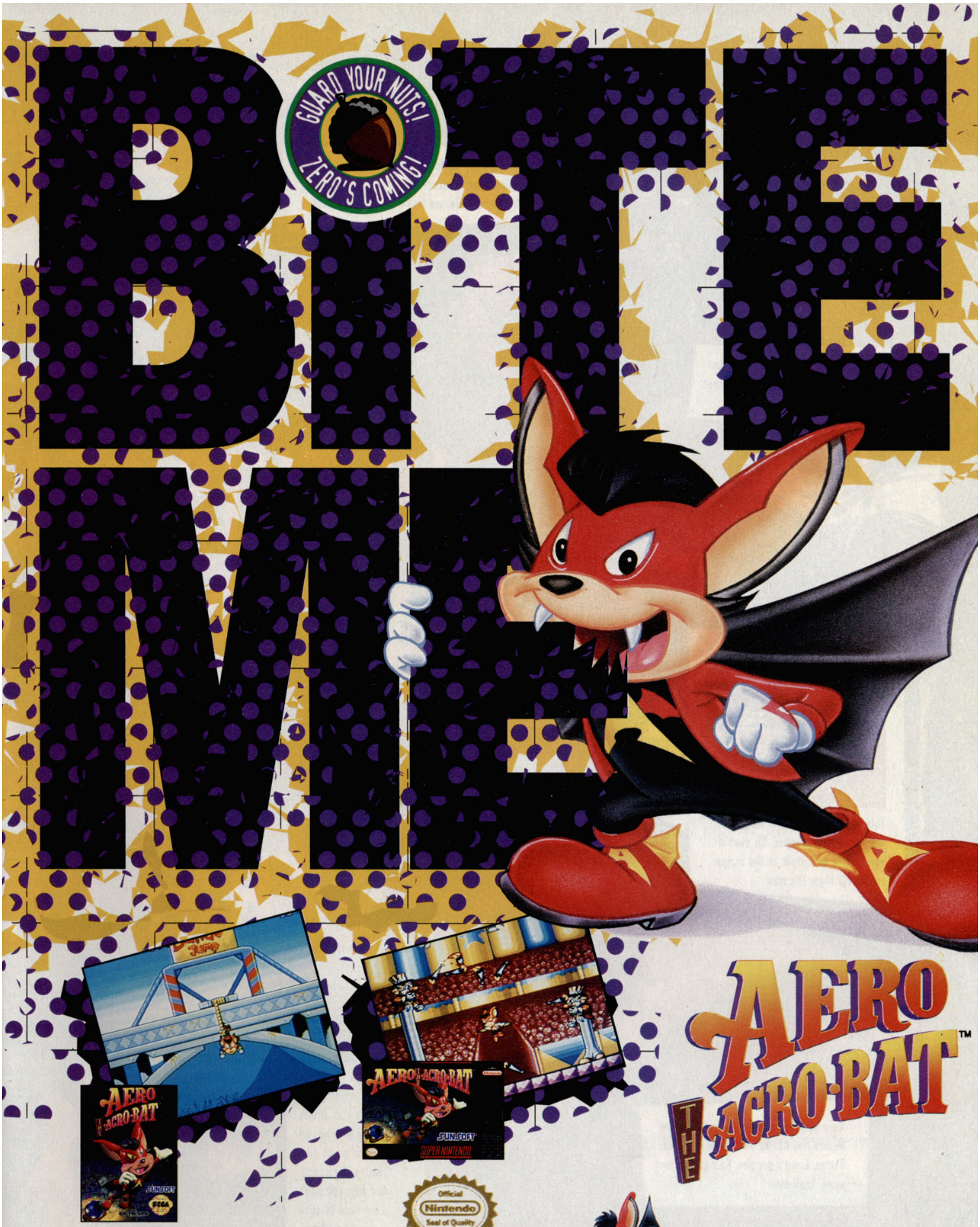
Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Cartoon hero Asterix the Gaul stars in a tough puzzle-style game with action/adventure elements. If tough puzzle challenges a la Lemmings are your thing, you'll quickly become an Asterix statistix!

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.0	4.0	ADJ. Adjustable

$59.99
16 megs
Available now
Puzzle action/adventure

1 player
Side-view
Multi-scrolling
Passwords


BITE ME
GUARD YOUR NUTS!
ZERO'S COMING!
AERO THE ACRO-BAT™
AERO THE ACRO-BAT
SUNSOFT
SEGA
AERO THE ACRO-BAT
SUNSOFT
SUPER NINTENDO

Official Nintendo Seal of Quality

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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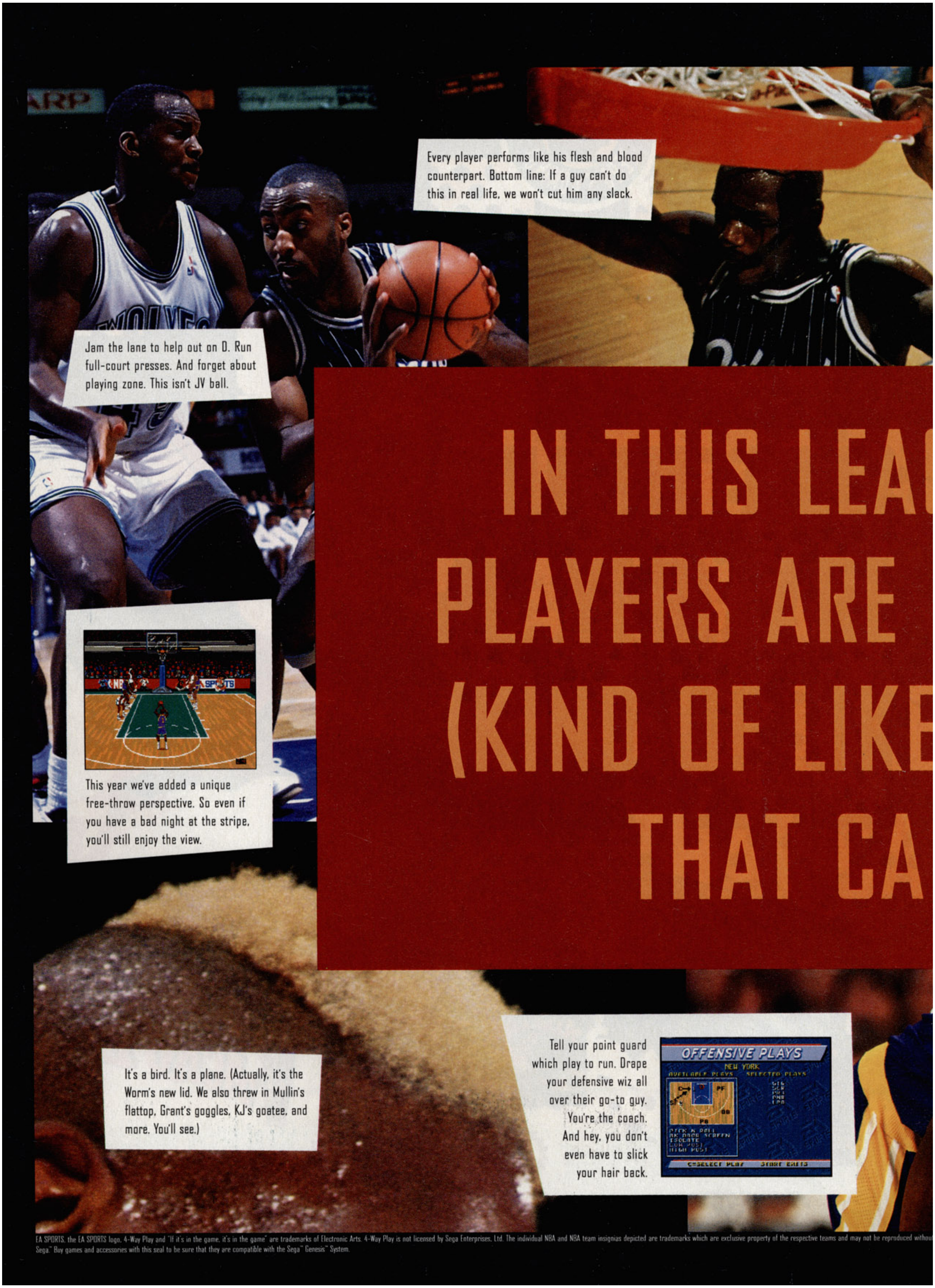
IN THIS LEAG
PLAYERS ARE
(KIND OF LIKE
THAT CA
OFFENSIVE PLAYS
NEW YORK
AVAILABLE PLAYS
SELECTED PLAYS
PICK & ROLL
BK DOOR SCREEN
ISOLATE
LOW POST
HIGH POST
C=SELECT PLAY
START EXITS

Every player performs like his flesh and blood counterpart. Bottom line: If a guy can't do this in real life, we won't cut him any slack.

Jam the lane to help out on D. Run full-court presses. And forget about playing zone. This isn't JV ball.

This year we've added a unique free-throw perspective. So even if you have a bad night at the stripe, you'll still enjoy the view.

It's a bird. It's a plane. (Actually, it's the Worm's new lid. We also threw in Mullin's flattop, Grant's goggles, KJ's goatee, and more. You'll see.)

Tell your point guard which play to run. Drape your defensive wiz all over their go-to guy. You're the coach. And hey, you don't even have to slick your hair back.

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GUE, NO TWO
EXACTLY ALIKE.
SNOWFLAKES
N DUNK.)

With ultra-fast 5-on-5 play and full-season schedules, this is as close as you can get to the real thing without acquiring a few floor burns.

Players' heights are all realistically portrayed. Which inevitably leads to the occasional, uh, mismatch.

EA SPORTS PRESENTS

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Some guys tug on their shorts and take a breather when they're tired. It's part of the game, so naturally it's in ours.

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Tomcat Alley

By Kamikaze

Tomcat Alley does an excellent imitation of the high-altitude action in the movie *Top Gun.* Naww, we're not talking about putting a lip lock on Kelly McGillis...or Tom Cruise, for that matter. We're talking about putting a major missile lock on supersonic bad guys in turn 'n' burning, mach-speed interceptor duty, featuring real F-14 Tomcat video footage! Of course, like any flight sim, Tomcat Alley requires a jet-fueled imagination, so ground soldiers (and pretty boys) should hit the ejector-seat button right now.

Rogue Russian

They're tremblin' in the Kremlin. A Russian hard-liner has just decided to take a Mexican vacation...with two MiG squadrons, a couple of bombers, surface-to-air missiles, scary-sounding stuff called Strontium 19, chemical weapons, and who knows what else! This guy's cuckoo plus, and major U.S. cities are within his strike envelope. As part of an above-top-secret U.S. air defense squadron, you've been assigned to eradicate the newfound Red Menace.

Sega CD Game ProFile

Tomcat Alley

(By Sega of America)

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

Tomcat Alley is an awesome ride for jet fighter fans, even though you have to manage the combat action from the backseat.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

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Available now
Combat flight sim

1 player
Multiple views
Multi-scrolling
Unlimited continues

Cruisin' with the Tomcat

First off, serious stick jockeys should know that you are not the pilot in this game. You're the Radar Intercept Officer, which means it's backseat action all the way. However, the computer-controlled ride is a roller coaster knockout. Tomcat Alley uses actors, sets, and outstanding aerial footage to create a breathtaking aerial battlefield. You must keep the mission flying by maintaining communications, navigating to areas called Waypoints, and ultimately launching missiles to obliterate enemy aircraft.

PROTIP: Listen to the pilot. He sometimes indicates the best missile to use.

PROTIP: If you fail to lock on the enemy and fire, you suddenly become the target.

PROTIP: You have very little time to release chaff, so get familiar with the HUD...soon!

PROTIP: Listen carefully during the mission briefing. It's easy to miss an important objective.

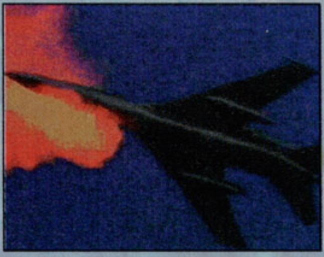
Back Alley Fighting

If you think modern war's an electronic push-button affair, Tomcat Alley does nothing to change your outlook. At key times during the action a Heads Up Display (HUD) flashes on the screen. You get just a few seconds to react, using the directionals to move an onscreen cursor called the Reticle to either click on six HUD icons, hit a Waypoint indicator, or lock onto a long-range target indictor. No sweat, especially with these super-precise controls.

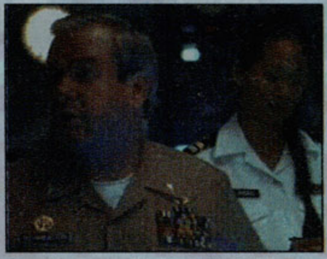
PROTIP: If there's a bogey on your tail and you've run out of chaff, vector in on a long-range target if you get the chance. You might outrun the missile.

PROTIP: Selecting the wrong Waypoint can be fatal.

The control action heats up when you catch up to the bogies. A cockpit view places you behind the enemy aircraft. Now you try to place the Reticle on the engines in order to fire heat-seeking air-to-air missiles as the ship careens wildly around the screen. You get only a few seconds...then you, the hunter, become the hunted.

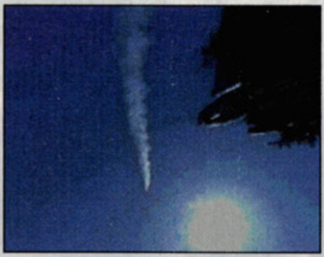


The model work is Revell realistic. Hey, you don't think they blow up real aircraft for a game, do you?

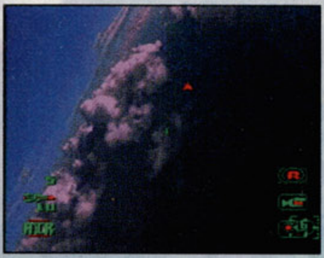


The Commander and Lt. Fujimora are intense.

PROTIP: If you can't lock on with heat-seeking Sidewinders, quickly switch to radar-guided Phoenix missiles.

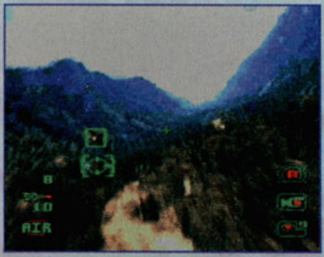


Too close for comfort.



PROTIP: If you fail to place the Reticle on a target as you're vectoring in from long range, you become a target yourself.

Now, as your pilot tries to evade pursuit, you listen for the menacing tone that your enemy has missiles locked on to you. Then you have mere microseconds to move the Reticle onto the Countermeasures icon and press a button to release radar-scrambling stuff called chaff before your aircraft is dust. Don't fret, good guys don't die, they eject.

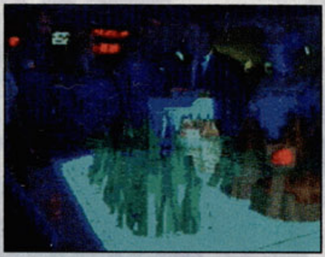


Move in for the kill!

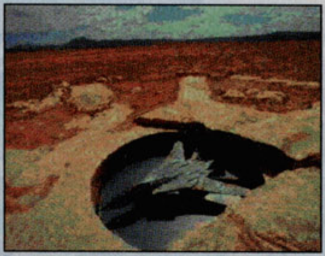
If you dig jet-jock rap, you'll dig your wingman, Ratchet. She talks the talk.

'Cat's Gonna Howl

The action may not sound like much, but when you add the awesome graphics, Tomcat Alley will seriously hype air combat freaks. Moreover, this is the best real-actor, full-motion video Sega CD game yet!



The command center



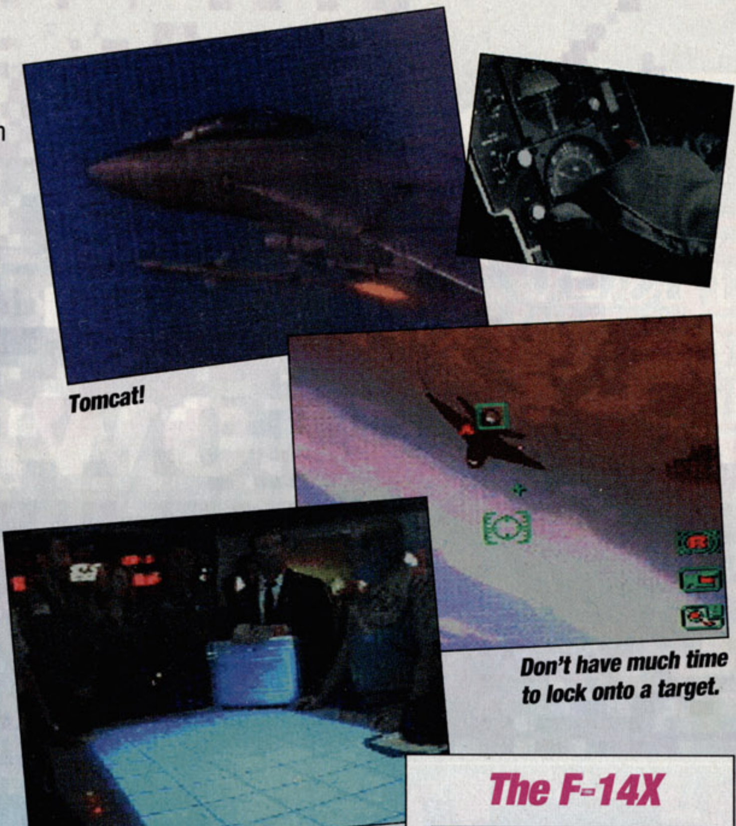
You fly from a secret subterranean airbase.

The flying footage makes the eye-catching show. It's by Grumman Aircraft, the company that makes the real F-14 Tomcat. You won't even mind the typically grainy Sega CD pix. The awesome display is every bit as slick as any jet movie you've ever seen. Sam Nicholson, director of *Ghostbusters* and *Star Trek: The Motion Picture*, gets the credit for crafting the excellent footage.

The sounds are supersonic. The roar of jet engines sends chills up your spine. The radical radio vocals are electronic-sounding, yet crystal clear. The music enjoys the master touch of Herbie Hancock, keyboardist supreme.

Tom-CAT, Not Tom Cruise

Time to scramble, jet jocks! Maybe you've always wanted to soar with the Blue Angels... maybe you've always wanted to shoot down the Blue Angels. You can fly your fantasy either way through Tomcat Alley. G

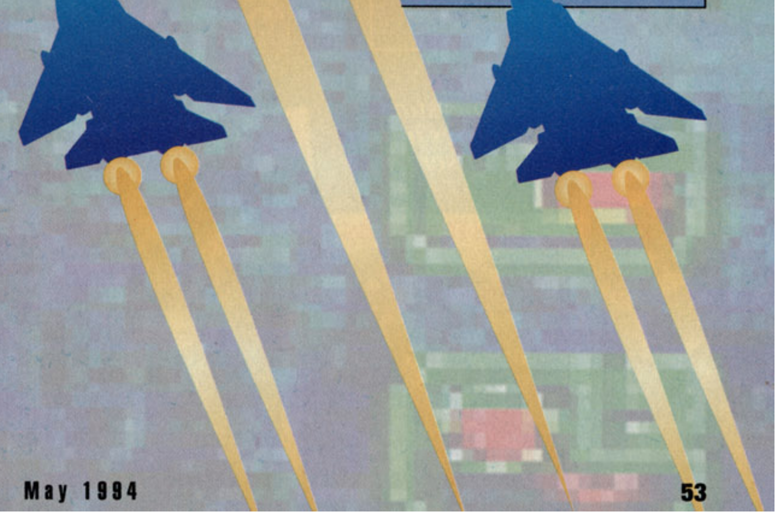


Tomcat!

Don't have much time to lock onto a target.

Protect World Peace!

The F-14X



The only *real* game in town.

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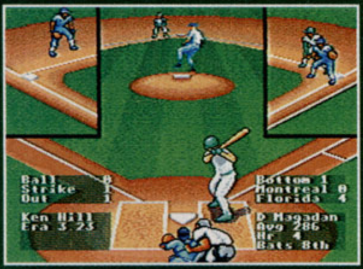
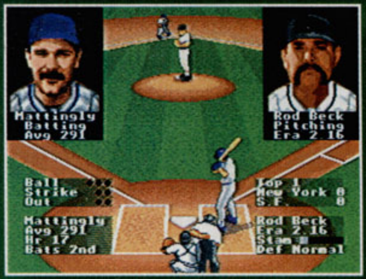
R.B.I. BASEBALL '94
TENGEN
GA



Ball 0
Strike 1
Out 1
Ken Hill
Era 3.23
Bottom 1
Montreal 0
Florida 4
D Magadan
Avg 286
Hr 4
Bats 8th



Mattingly
Batting
Avg 291
Rod Beck
Pitching
Era 2.16
Ball
Strike
Out
Top 1
New York 0
S.F. 0
Mattingly
Avg 291
Hr 17
Bats 2nd
Rod Beck
Era 2.16
Stam
Def Normal

SELECT YOUR LINEUP
Florida
Florida

Play with real superstars.
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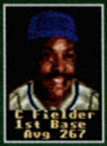
stats on-screen.

S Avery
PITCHER
Era 2.94

L Dykstra
Center Fld
Avg 305



C Fielder
1st Base
Avg 267

J Gonzalez
Left Field
Avg 318

F McGriff
1st Base
Avg 291

F Thomas
1st Base
Avg 317

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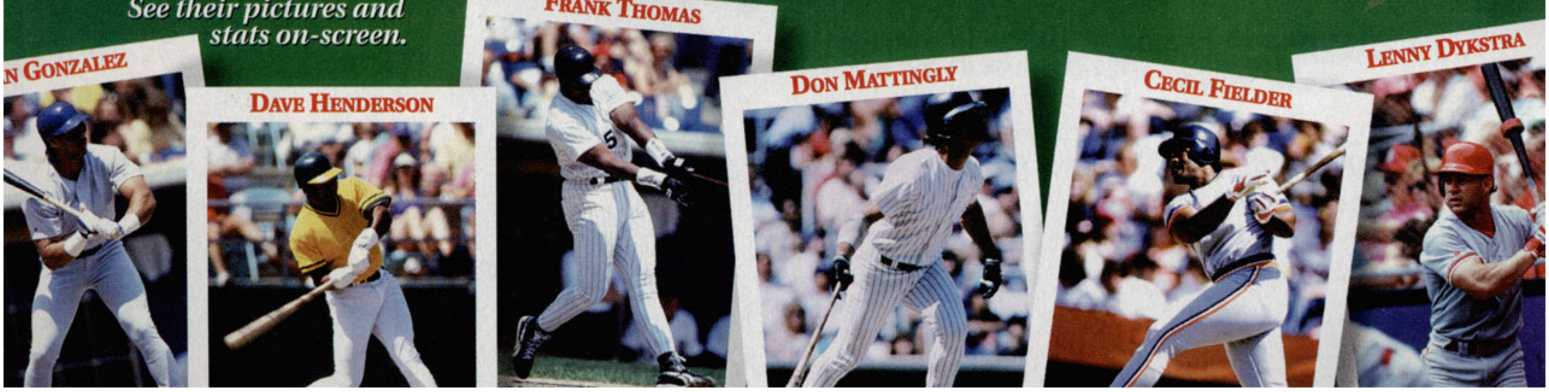
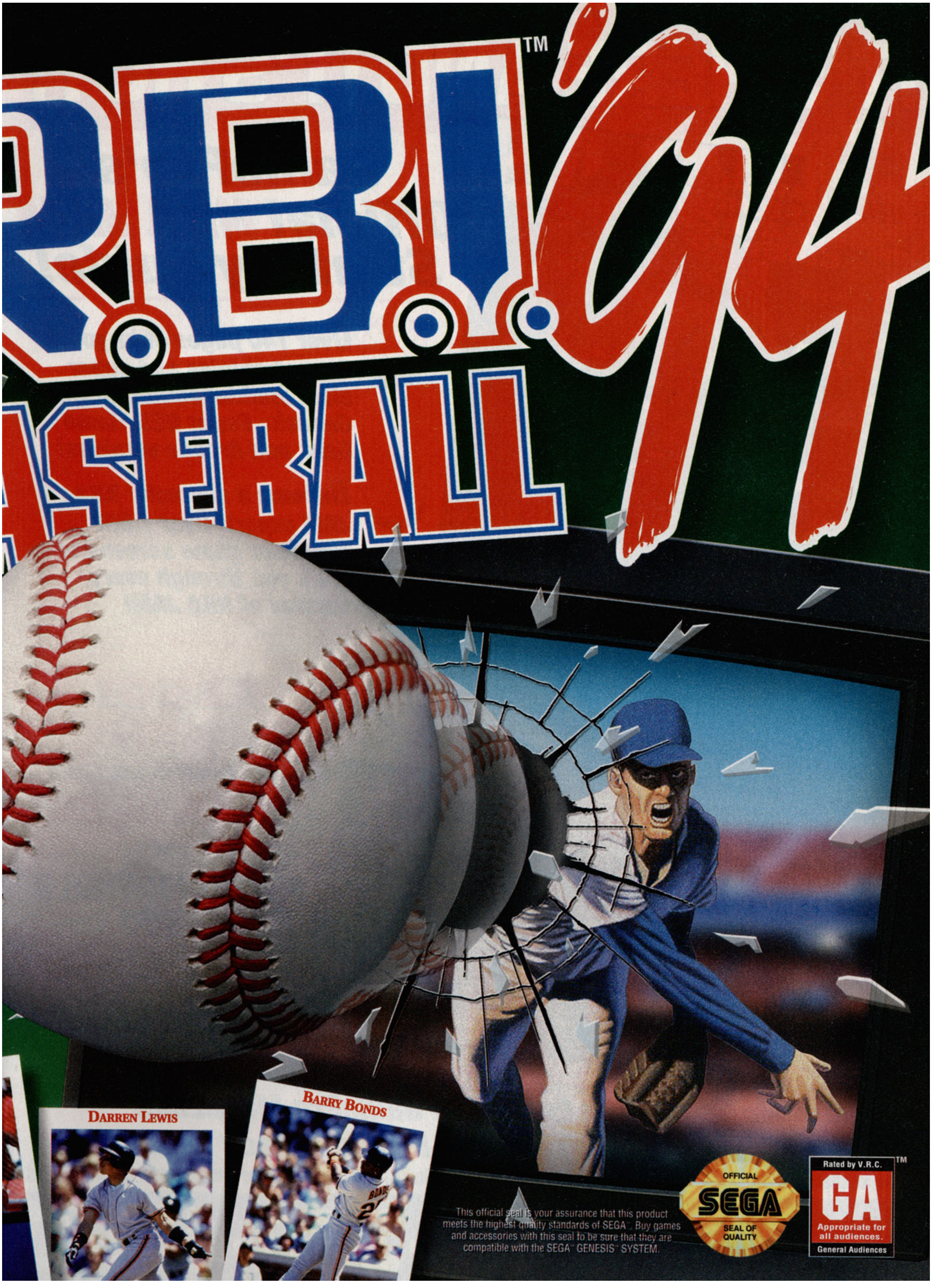


N GONZALEZ
DAVE HENDERSON
FRANK THOMAS
DON MATTINGLY
CECIL FIELDER
LENNY DYKSTRA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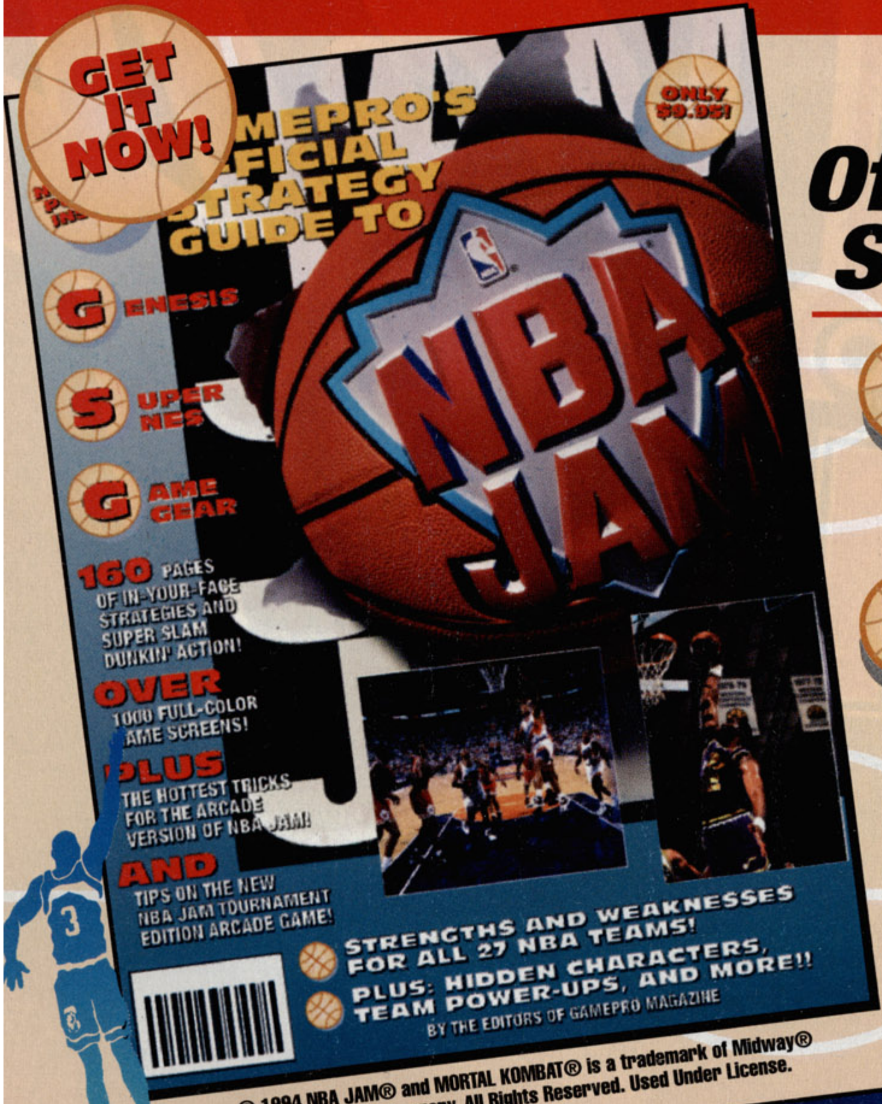
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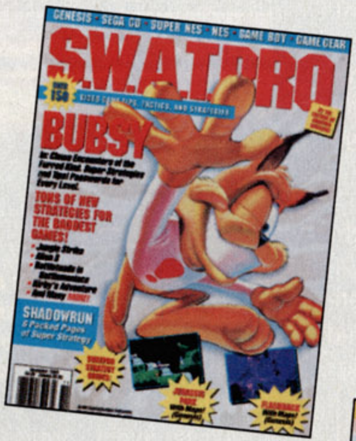
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545G7

THE NINJA WARRIORS

By Slo Mo

In the black-and-blue tradition of side-scrolling gang-beaters like Final Fight and Double Dragon, The Ninja Warriors struts out of the arcades and into the SNES. This bruising beat-em-up has plenty of style and enough substance, but it drops its guard slightly in the challenge department.

Ninja Robotics

A mean little tyrant named Banglar has a once-great nation in his grip, but a determined band of underground freedom fighters is battling desperately to free their homeland. The aces up their sleeves are three untested androids, who have been programmed with the skills of ancient ninja warriors.

Super NES Game ProFile

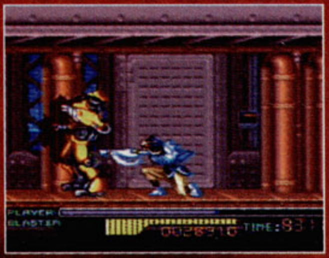
The Ninja Warriors

(By Taito)

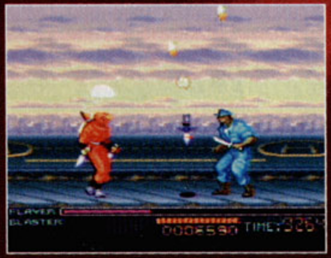
The robotic Ninja Warriors are the baddest beat-em-up trio to hit the side-scrolling turf since the Final Fight gang.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

Price not available	8 stages
12 megs	Side view
Available April	Multi-scrolling
Beat-em-up	Unlimited continues
1 player	



PROTIP: Robots are susceptible only to rear attacks.

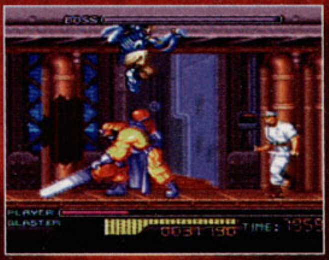


PROTIP: When the rockets begin falling in Stage 1, watch for their shadows on the ground and move! The right edge of the screen is generally safe.

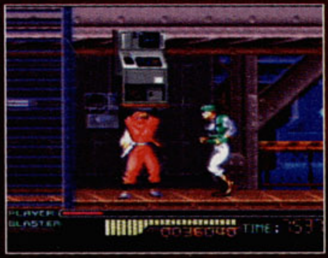
As you might surmise, the battlin' 'bots are the stars of the Ninja Warriors show. As with most Final Fight-style games, these hard-wired heroes come in three predictable sizes – large, medium, and small. Ninja's big and slow, but he packs a powerful punch and nasty nunchakus. Kunoichi's a fast, fierce female with two hand-held daggers. Kumaitachi's all blades and business.

Cut and Waste

The Ninja Warriors borrows a little from fighting games by offering multiple controllable techniques and some defensive strategy. Each robowarrior has an imaginative assortment of 11 individual moves, and all three 'bots share a crouching block that you can turn into a too-cool escape jump. This block-and-flip counter helps set Warriors apart from one-dimensional, offense-only beat-em-ups.



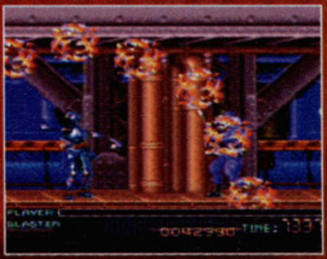
PROTIP: The long blade of Stage 2's Chainsaw Boss makes it hard to get close for an attack. Be prepared to leap over his charge, but jump onto him when he dips his blade. Throw henchmen into him from long range.



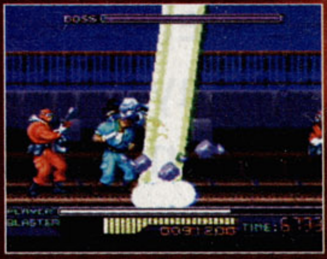
PROTIP: Containers, Gas Tanks, and Computers sometimes hide Energy Pods.

PROTIP: The yellow crate in the beginning of the Final Stage (just before you meet Banglar) contains a power-up that maxes your energy meter.

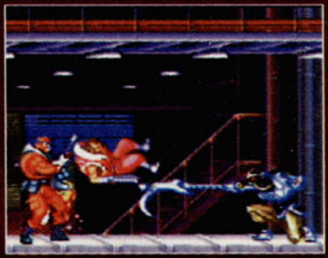
The moves require concentrated practice, but the controls handle all the moves, save one, with ease. The problematic move is called the Quick Cut, which is a great-looking, powerful "cut" but it isn't very "quick." To pull it off you must press Y and Up simultaneously like a maniac, while the on-screen maniacs manhandle you.



Kunoichi blows her circuits!



Can you say "Sayonara"?

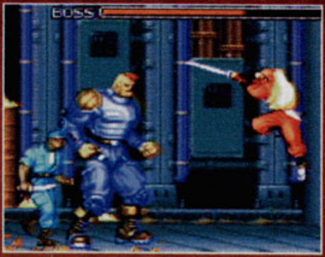


PROTIP: Use your Warrior's formidable long-range Finishing Attack to cream crowds. It's especially effective if you attack from a crouch.

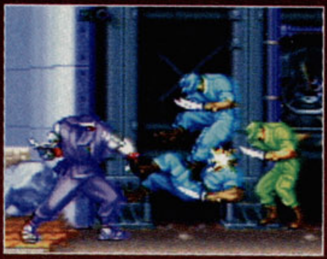
Warrior Worriers

Warriors whips up a wicked workout, but the long-term challenge is strictly intermediate. The regular rats are an okay mix of the usual suspects – knife-wielding troops and eye-patched punchers – and a few unusual characters (monkey-men with metal claws and firebreathers). The bosses are the best of the bad bunch, especially the impossibly tough bruiser twins and the crafty, invisible boss.

Banglar's gang fights dirty, and the final stage will put you in a murderous mood. However, fighting fanatics should blow this sucker out in a couple of full days...or take a refresher course at the Double Dragon Dojo. Unlimited continues give you more than a fighting chance.



PROTIP: The Stage 1 Boss 'bot is susceptible to a high-low attack. Jump in to make him block high, then hold down Down and press Y repeatedly to tag him until he recovers.



PROTIP: You can throw goons into other goons to hurt them, or you can be thrown, which damages them, too.

PROTIP: Kumaitachi's the best all around 'bot.

Looks Sharp

If the challenge leaves you cool, the graphics and sound help this cart earn a spot in your collection. The character sprites have style, and they look ultraclean. The animation is smoooooth! As with most beat-em-ups, the combatants approach each other on a direct line, but at least they don't display the moony Moonwalk characteristic of most games in this league. Veteran creep-carvers will dig Kumaitachi's awesome-looking spinning scythe attack! The sounds play hard and work hard with plenty of grunts, groans, and body shots.

PROTIP: A good escape/attack tactic is to jump over a guard and attack from the rear before he turns around. As you jump, hold down the directional control in the direction your victim is facing. For example, if you jump over someone standing to the right, hold down Left as you're in the air.

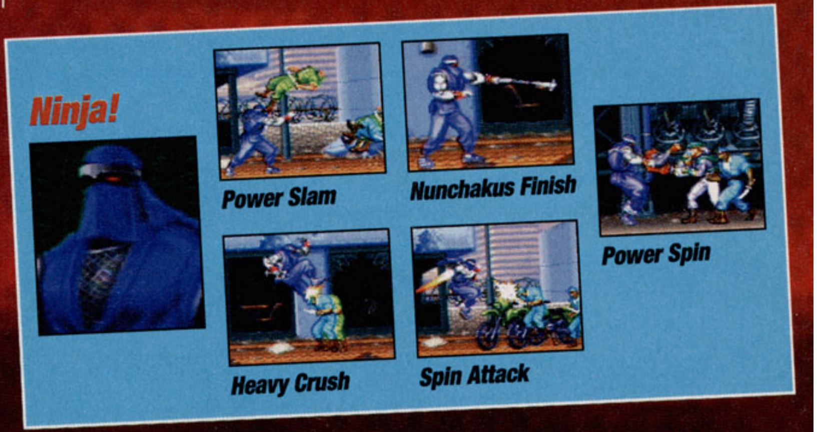
PROTIP: Most bad guys are vulnerable below the belt.

PROTIP: Kumaitachi's Tornado Finish spinning blade attack (which fires up when he hits someone four times from a standing position) also nails enemies behind him.

PROTIP: When a boss goes down, all his bodyguards go down with him.

Ninjitsu for a New Age

Ninja Warriors is great, but it falls one difficulty level short of GREAT! It takes a lickin' and keeps on kickin' — booty! Not bad for a bunch of 'bots. G



Ninja!

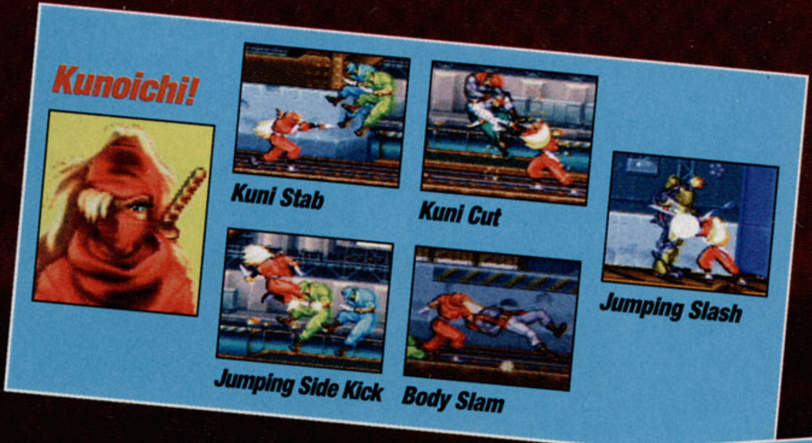
Power Slam

Nunchakus Finish

Power Spin

Heavy Crush

Spin Attack



Kunoichi!

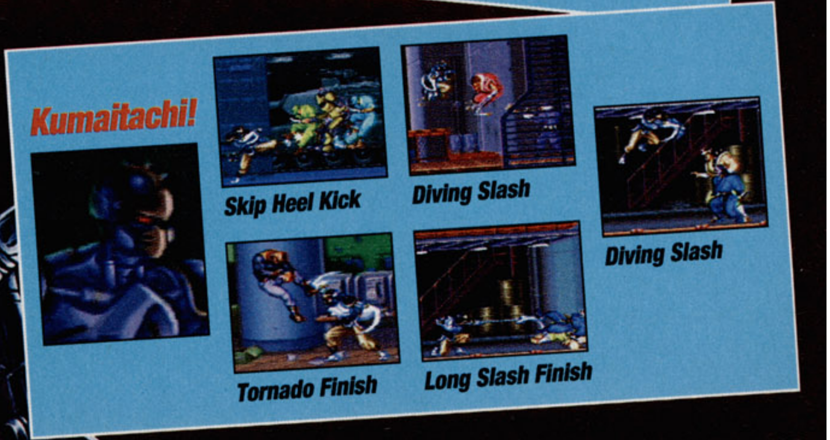
Kuni Stab

Kuni Cut

Jumping Slash

Jumping Side Kick

Body Slam



Kumaitachi!

Skip Heel Kick

Diving Slash

Diving Slash

Tornado Finish

Long Slash Finish

BLOW-AWAY CD-ROM GRAPHICS IN A CARTRIDGE!

Now Available On Super Nintendo!

FLASHBACK

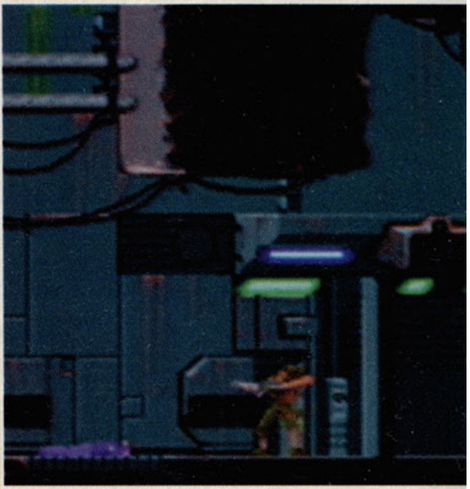
THE QUEST FOR IDENTITY™

Experience Flashback, the world's first cartridge game with CD-ROM-quality action and graphics. With its fluid 24-frame-per-second movements, incredible graphics, and awesome animated sequences, it's like watching the wildest sci-fi flick in history – and you're the star!

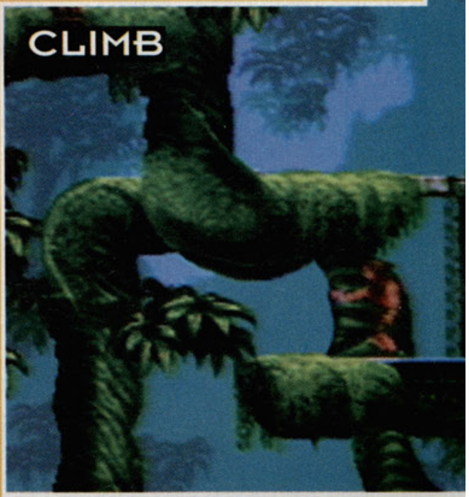
As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation. With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?

NEW WASHINGTON: You found your memory. Now if only you could loose those mutants. . .

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.



U.S. GOLD
Delphine Software
PRESENT
FLASHBACK
THE QUEST FOR IDENTITY
12
Exclusive Marvel Comic Inside!
GENESIS
FLASHBACK
Nintendo
16
EXCLUSIVE MARVEL COMIC INSIDE!
SUPER NINTENDO

Delphine Software INTERNATIONAL

U.S. GOLD

Available for Super Nintendo Entertainment System® and Sega™ Genesis™.

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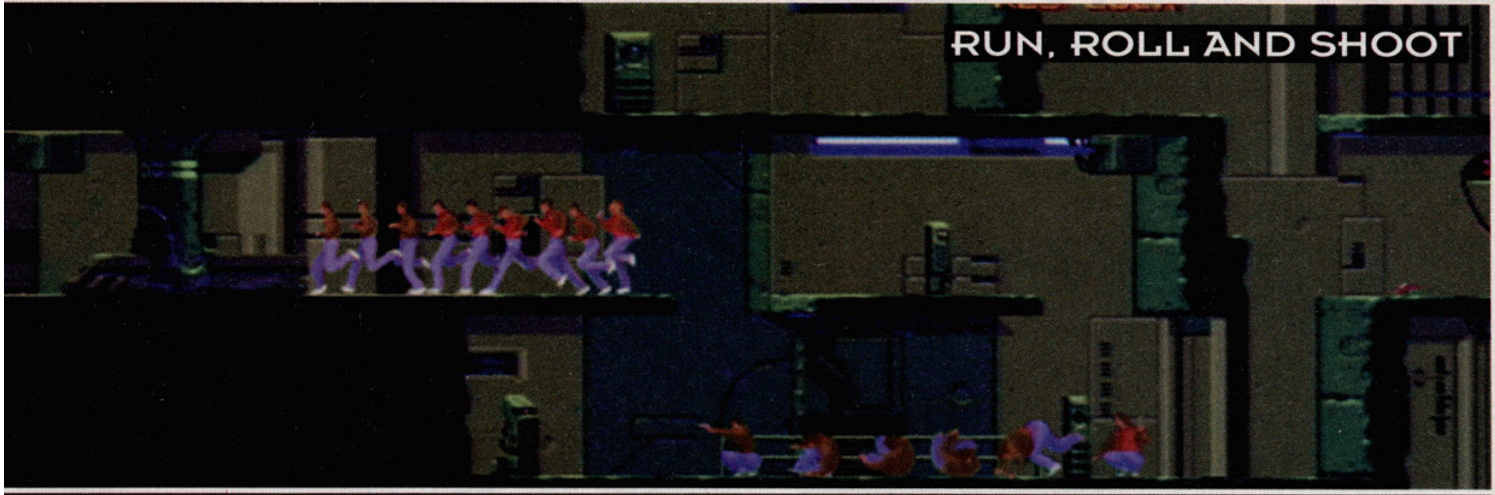
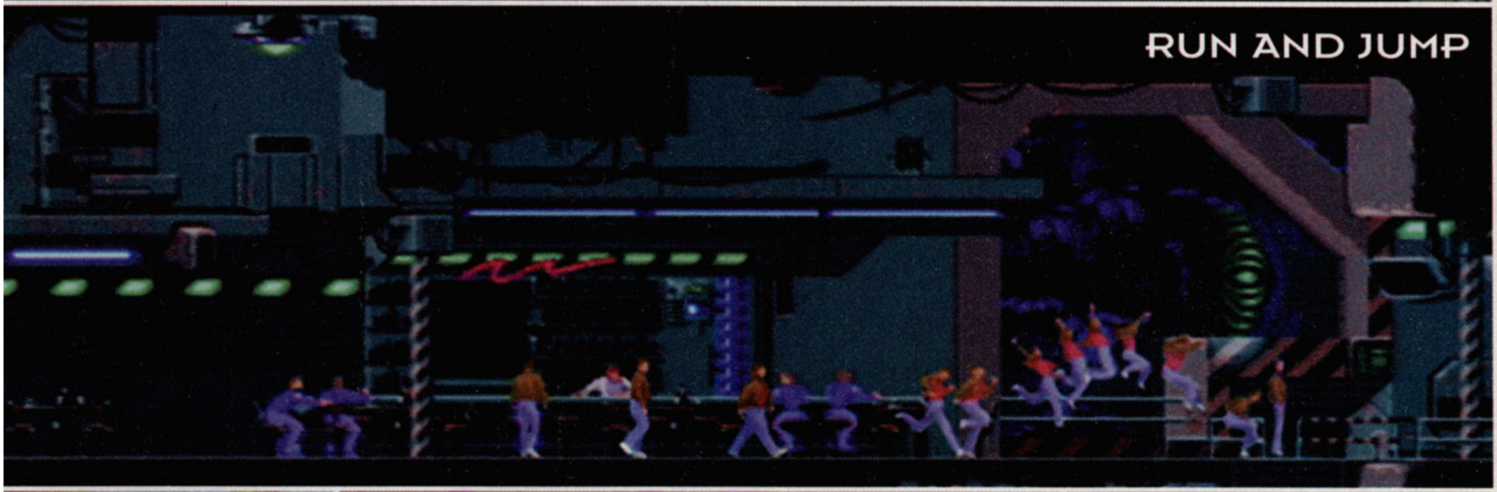
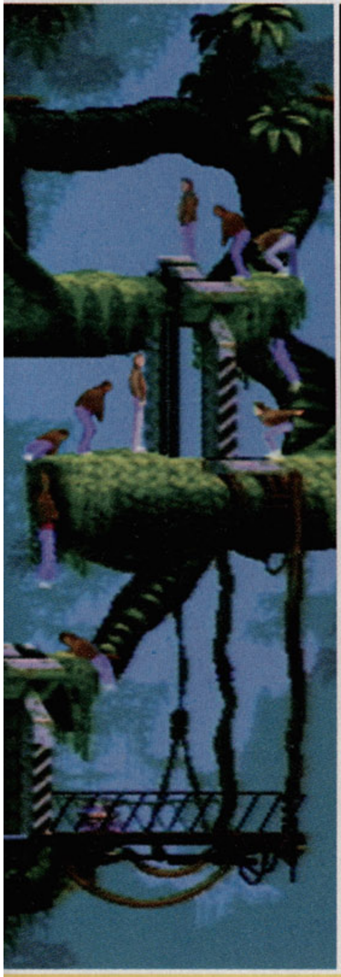
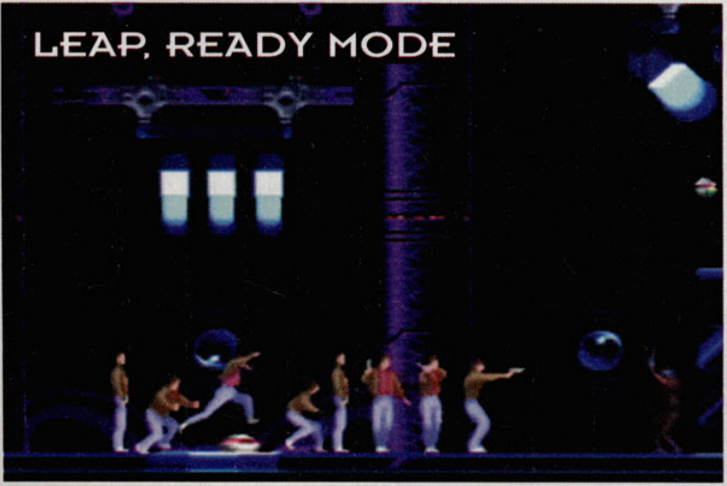
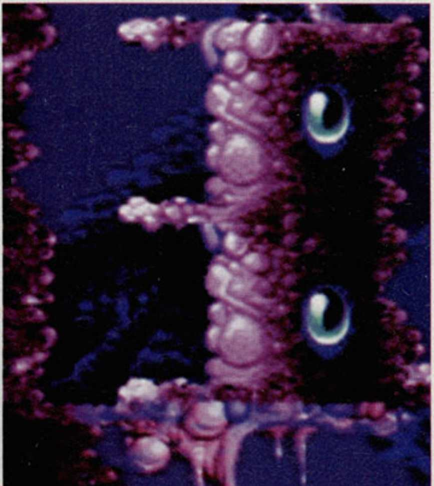

RUN, ROLL AND SHOOT


RUN AND JUMP

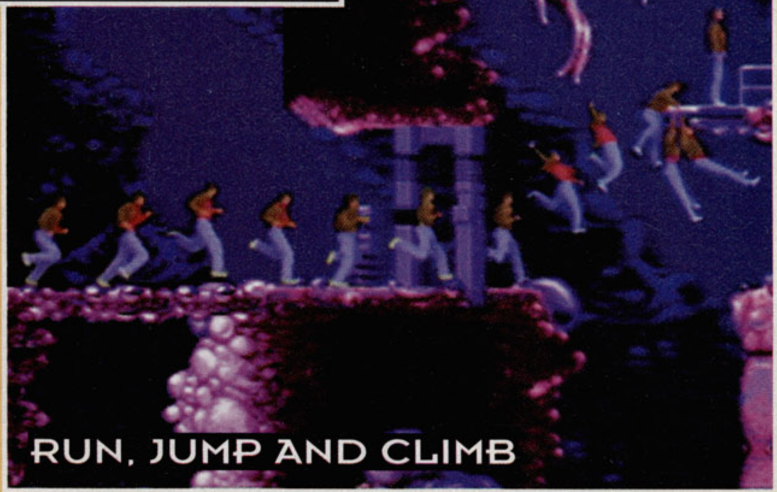



LEAP, READY MODE



CYBER TOWER: The game show where you compete with violent replicants for the grand-prize — your life.

PLANET MORPH: On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.


RUN, JUMP AND CLIMB

MEGA MAN SOCCER

By Colorful Commentator

In Mega Man Soccer, Capcom replaces human players with robots. Unfortunately, the limited game play and quirky controls eliminate this one before the medal round.

Dr. Wily Conquers the Wide World... of Sports

Crazy old Doc Wily takes his schemes to a new battlefield – the soccer field, that is. Dr. Light strikes back by sending a Mega Man team to oppose Wily's robo-clubs. You can play in the Capcom Cup story mode, where you can play only as the Mega Man team, in Tournament where you can play as any team in single-elimination, or in League mode for a full season schedule.

Any Mega Man fan can at least get into the clean graphics and sounds. The cart has some 20 popular MM bosses and allies rendered in the squat, cartoony Capcom tradition. The small graphics don't excite, but the 12 fields provide variety. The tunes are good, but they sound like they were lifted from an NES game. No way the audio approaches the mind-blowing sounds of Mega Man X.

Super NES Game ProFile

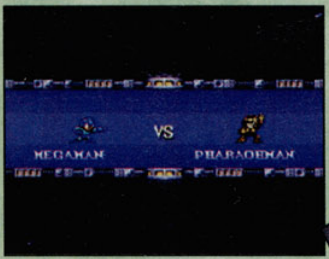
Mega Man Soccer

(By Capcom)

The humorous robot soccer concept is creative and had potential, but slow game play and limited technique reduces a good idea to sub-mediocrity.

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.5	3.5	2.5	2.5	Beginner

Price not available
12 megs
Available now
Sports
2 player
12 fields
Angled overhead view
Passwords

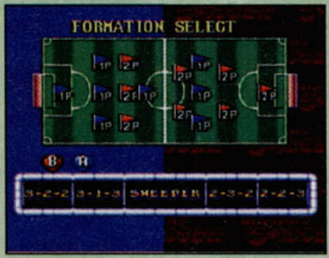


A familiar match-up scene, only this time your weapons are cleats and balls instead of guns and dogs.

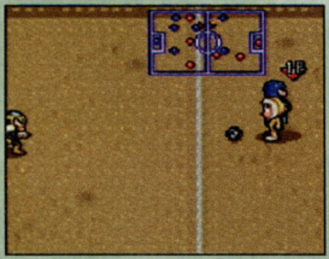
SPORTS NEWS

IT'S A BEAUTIFUL DAY FOR TWO TEAMS ARE ABOUT READY TO HEAD ONTO THE FIELD.

ARE YOU SURE YOU CAN TAKE THEM ALL ON?



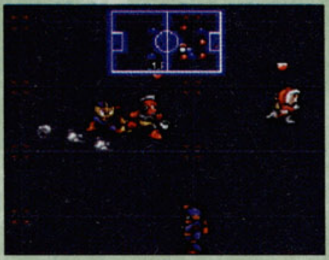
PROTIP: A 3-1-3 formation is strong on both sides of the field. Pass to a wing, and have them center it for a header or a super shot.



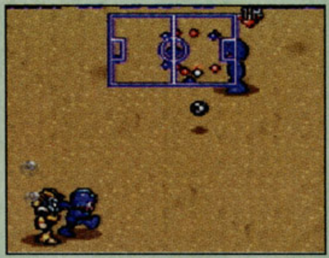
PROTIP: When passing downfield, the defense always has the advantage. If you're on offense, try for a quick midair trap and then another pass.

A Soccer Game in Robot's Clothing

Game play boils down to run-of-the-mill soccer. The rules are standard, except that fouls are never called, the field boundaries are defined by high walls, and your players can fire up to nine Super Shots per match. Although each robot's Super Shot looks different, the effect is identical – a near-guaranteed goal within close range. Requiring little skill, the Super Shots don't add much.

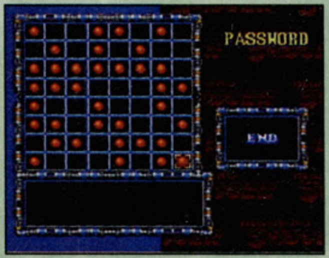


PROTIP: The computer slide-tackles in predictable patterns. Dribble down until just before he reaches you, then dump it off.

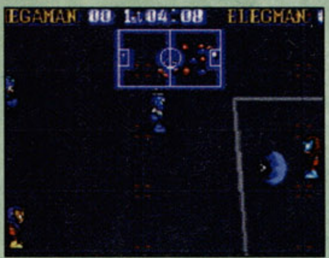


PROTIP: You can confuse the CPU by passing back and forth rapidly between players.

Stripping away the unexciting Super Shots, you're left with some shoddy soccer mechanics. The action is sluggish and slows down. There are some cool moves, such as an effective clearing/centering mechanism, but you'd like more of them. The controls need tweaking, and often the wrong move happens. Also, the player programming is archaic – the computer opponent repeats the same patterns over and over, and your CPU teammates aren't intelligent enough to trap or block.



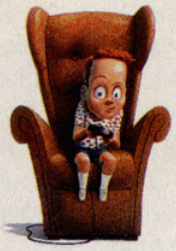
When you beat an enemy team, you earn a password, but it's incomprehensible.



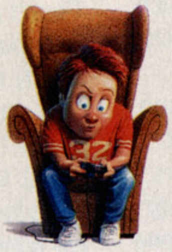
PROTIP: Never use a Super Shot for any reason other than to score a goal.

Sudden Death

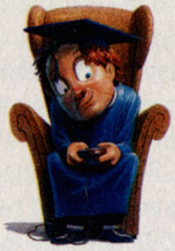
With all these yellow cards, MM Soccer remains fun only as a repetitive exercise in beating up the CPU, or as a decent two-player Versus contest. Inexperienced players looking for simplicity might consider a rental. G



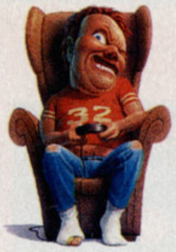
PLAYED FIRST GAME OF EQUINOX.



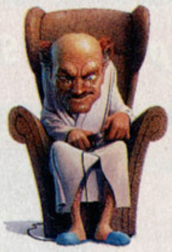
AFTER YEARS OF PRACTICE, STILL TRYING TO CONQUER THE THIRD DUNGEON.



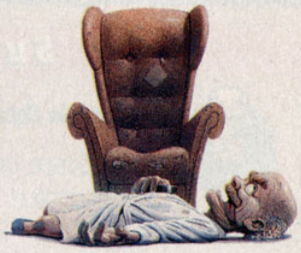
HAD TO SKIP GRADUATION CEREMONY, BUT FINALLY CONQUERED THE THIRD DUNGEON.



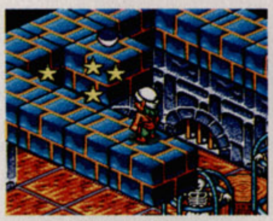
STILL LIVING AT HOME, NO JOB, NO FRIENDS, NEVER KISSED A GIRL, BUT FINALLY DEFEATED THE GREEN BLOBS IN THE FIFTH DUNGEON.



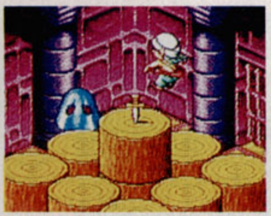
HAVING TROUBLE SEEING THE SCREEN, AND NEED TO TAKE NAPS BETWEEN DUNGEONS, BUT YOU CAN NOW GET TO THE SIXTH DUNGEON WITH EASE.



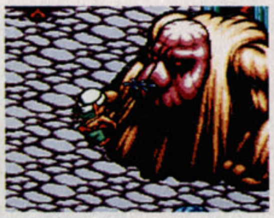
CAN'T SEE THE SCREEN, CAN'T HEAR THE SOUND EFFECTS, CAN'T WORK THE JOYSTICK AND HAVING CHEST PAINS AT THE THOUGHT OF THE EVIL EMPRESS. FEELING THE END IS NEAR, YOU VOW TO SOMEDAY COMPLETE YOUR QUEST AS YOU BEQUEATH YOUR JOYSTICK TO YOUR GRANDSON.



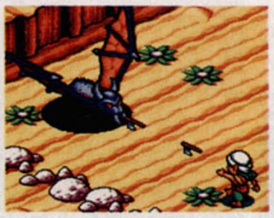
WELCOME TO THE 7 DUNGEONS OF GALENDONIA, AN UNDERGROUND WORLD FULL OF GHOSTS, BATS, BLOBS, AND EVIL WOMEN. THEY ALL WANT TO KILL YOU, BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHADAX WILL SPAN OVER 450 SECRET CHAMBERS. WITHOUT YOUR MAGIC DAGGER, IT WILL SPAN ABOUT TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH BOSS CHARACTER SUNG SUNG, YOU'VE EARNED A STRING FOR GLENDAAL'S HARP. IT'S A SMALL REWARD, BUT AT LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO DO BATTLE WITH SONIA, THE EVIL EMPRESS. NOTHING CAN STOP YOU NOW, EXCEPT THE GIANT BLOOD-SUCKING BAT THAT WANTS TO GNAW ON YOUR NECK. GOOD LUCK.

Nintendo
Equinox
SUPER NINTENDO
SONY

(sure, it's just a game.)

SONY

IMAGESOFT

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PROREVIEW

Super NES

By Captain Squideo

Super Scope owners can rejoice! Metal Combat – Falcon's Revenge is here, and it's explosive! Although last year's Yoshi's Safari was charming, it was so easy that you didn't really need to play it more than once. "Charming" and "easy" aren't words you'd use to describe Metal Combat. It's much tougher, faster, and ultimately better than any Super Scope game before it, including Battle Clash.

Metal Safari

It's the 21st century, and the evil Emperor Anubis is threatening world domination with his 12 Chiefs. Armed with the shoulder-mounted Scope ($29.95), you blast away at the Chiefs as they dash onto the screen in their metallic Standing Tanks. You have to take out whatever shots they fire at you while blasting apart their high-tech tanks one piece at a time. The duels are progressively tougher and faster – by the end you have to be a genuine sharpshooter to survive.

Super NES Game ProFile

Metal Combat – Falcon's Revenge

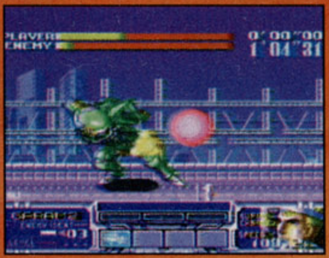
(By Nintendo)

Visual excitement and varied gunplay make this the best Super Scope shooter yet. Duel head-to-head with a friend for some high-powered thrills.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.5	INT. Intermediate

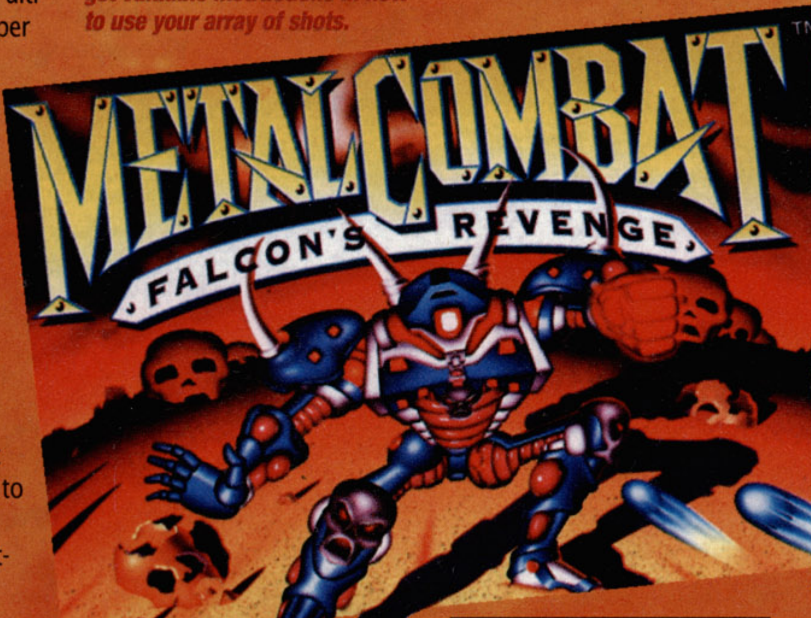
$49.95
16 megs
Available now
Shooter

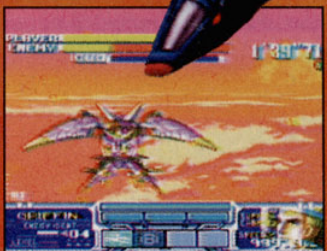
2 players (1 Super Scope required)
13 stages
First-person view
Battery backup



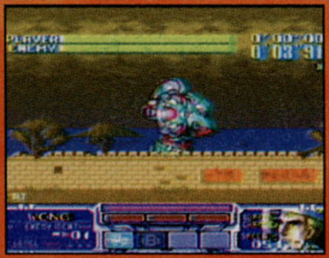
PROTIP: Always try to hit your enemy's shots as soon as he fires them.

PROTIP: Pay attention during the extensive Training mode. You'll get valuable instructions in how to use your array of shots.

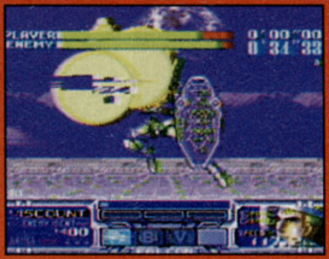




PROTIP: When you battle Griffin, use the Neutron Beam only when you're way ahead. This focused beam will take out half of your Energy Meter, whether you hit him or not.



PROTIP: Recharge your Energy Bolt while Wong is sideways, then blast him as he turns to face you.



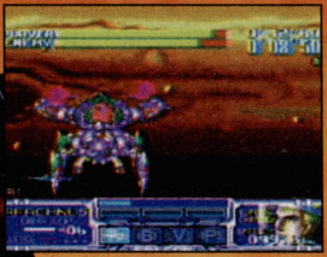
PROTIP: Shoot first at Viscount's Bazooka, then blast his Shield.

Your Super Scope packs plenty of effective armaments. You have a standard Laser Cannon, high-speed Turbo shots, powerful charged-up Energy Bolts, and special weapons that include Plasma Bombs and Homing Lasers. To help you understand the capabilities of each weapon, a lengthy seven-step Training mode takes you through some strategies and gives you a chance to practice. For good variety, there's also an involving two-player head-to-head game, with one player using the Scope and another firing back with a standard controller.

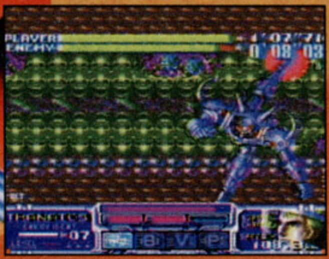
PROTIP: Don't fire your Energy Bolts until your enemy is stationary. A miss with these time-consuming shots might be fatal.

Scope It Out

The graphics are a blast. There's good detail in each ST, and you can watch each one closely to pinpoint weak spots (you usually have to hit a hand or foot before you can nail the torso). Metal Combat offers a lot to look at, especially when the fight gets furious, and explosions and shots fill the screen. The repetitious text that pops up between enemies might get annoying, but the game is visually impressive, nonetheless.



PROTIP: Shoot at anything but Arachnus' stomach. If you hit his stomach, he launches a massive attack.



PROTIP: Use Turbo shots against Anubis' tough Rocket Kicks, then blast him with Energy Bolts.

Sonically, Metal Combat is M.C. – Mostly Creative. The shots and explosions ring true, and fast-paced music propels the action along. But some of the voices are garbled, and you'll wish each new enemy had distinctive, snarling roars to accompany the distinctive graphics.

Get Over Here!

There are Mortal thrills in Metal Combat. This shooter is the most fun you can have with a big plastic gun that's not filled with water. G

THIS IS THE ONE RAT RACE YOU MIGHT JUST WIN.

Now available for the 3DO™ system, catch SEWER SHARK for the best full-motion, high-powered, non-stop video action on the market.

SEWER SHARK™

SEWER SHARK
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GHOST

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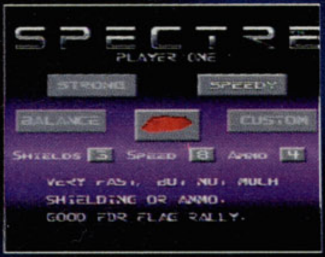
SPECTRE

By Manny LaMancha

If most video games are right, the future isn't going to be much fun. There will be invading aliens, and Earth will be populated by weapon-laden vehicles. Spectre makes the same forecast, and makes you responsible for saving the world from the seat of your tank.

Tanks for Everything

Much like a twisted version of "Capture the Flag," the one-player port-over from the Mac requires that you grab flags while avoiding enemy fire. As you progress from level to level, things get more intense: The opposition is more relentless, and it takes more shots to destroy them. Also, there are obstacles around the flags.



VERY FAST, BUT NO MUCH
SHIELDING OR AMMO.
GOOD FOR FLAG RALLY.

PROTIP: When you customize your tank, keep in mind the game, your needs, and your playing style.

In the two-player game, each player has a split-screen view of the action, which features competitive and co-operative contests. Working with your tank is easy and intuitive. When you're driving, all the feedback you need comes through the tank's windshield, thanks to a heads-up display that shows where you're going and provides other status updates. The hardest part is learning which button does what – but don't worry, that's a snap.

Super NES Game ProFile

Spectre

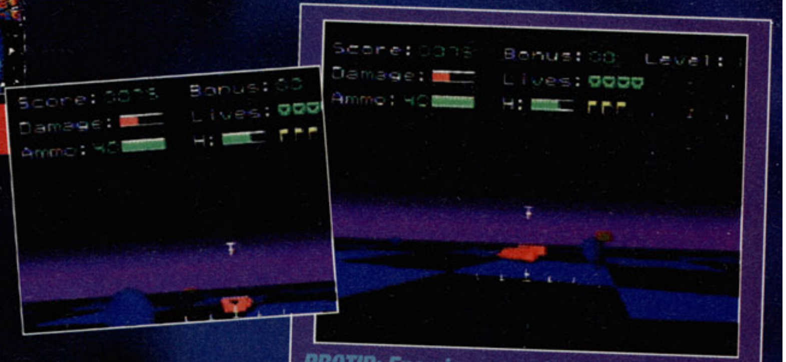
(By Gametek)

This first-person-perspective futuristic tank game puts you on the edge of your seat, challenging you with heated combat and fast-paced action.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	4.0	ADV. Advanced

$64.95
8 megs
Available May
Tank simulator

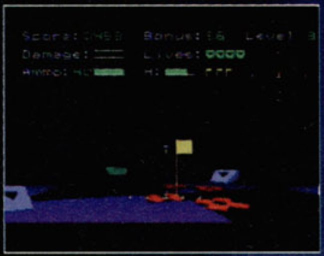
2 players
Infinite levels
First-person view
Multi-scrolling



PROTIP: Enemies are quick to line up on your tank, but here's a tactic that can help you. Use your radar to spot an enemy before he targets you, then jump toward him and pivot in midair. When you land you'll be ready to nail him from behind.

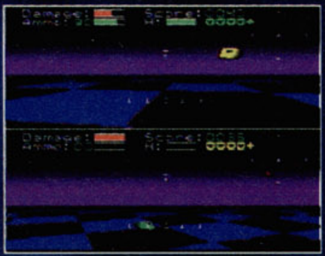
Don't Tread on Me!

The through-the-windshield perspective shows a checkerboard battlefield that's simple, striking, and smoothly animated. The terrain is speckled with basic shapes, like spheres and cubes, and different-colored enemy tanks are scattered around in your path. It's a bit bothersome when you're very close to enemy craft, because they pop in and out of view. But that's a small flaw.



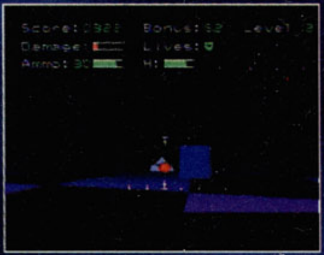
PROTIP: If the last flag is surrounded by enemies, go for it if you have little damage. Completing a level erases your damage.

The music is subtle, but it creates an ominous mood for the game. What really shines are the sounds of otherworldly combat, which you can set up two ways. The first gives you the "classic" audio accompaniment of Spectre for the Mac. The second has spacier effects. Both are extremely cool, and they signal different events, like extra lives, recharge pads, and nabbing a flag.

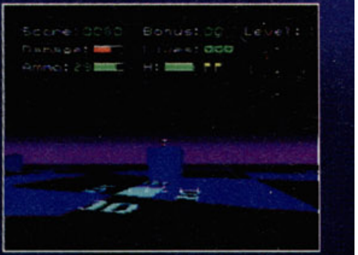


PROTIP: In two-player mode, you can watch each other maneuver around, but it's best if you head in opposite directions to quickly nab the flags.

The only problem with the game – and it keeps Spectre from being perfect – is that the difficulty curve rises too quickly. Just the same, it pushes you to try again – and compete harder.



In Spectre it's a case of "shoot or be shot."



PROTIP: You can skip the stages you've already mastered by using the level jumps found in certain rounds.

The Way We War

Spectre is a strong simulation that increases your stress level by leaps and bounds. When a shot comes at you, you'll find yourself moving to get out of the way. While the game has a few flaws, they barely affect your enjoyment. Spectre is one wild ride! G

Hey kids!

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OUT OF THIS WORLD Sweepstakes**

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Address________________________
City__________ State____ Zip________
Phone_________________________
Signature_______________________

To enter: Print your name, address, city, state, zip code, phone number, age and the words: Out Of This World Sweepstakes on a 3"x 5" card or complete this entry blank. Mail entry to The Software Toolworks, Out Of This World Sweepstakes, PO Box 5939, Novato, Ca 94948-5939. All entries must be postmarked no later than 5/31/94.

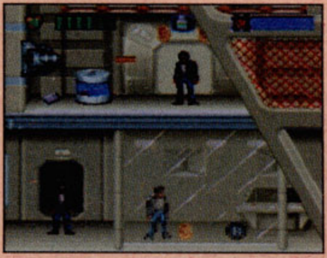
By Manny LaMancha

Time Trax is science fiction action at its best. The game's based on the TV show of the same name, where Mordecai Sahmbi, a demented scientist in the 22nd century, sends criminals back in time to change history.

What Sahmbi doesn't count on is that Captain Darien Lambert has followed the criminals back to 1993 to thwart their time-twisting activities.

Past Away

As Captain Lambert, you must cut through wave after wave of time-traveling criminals, using your pellet gun to transport lawbreakers back to 2193. Your expertise in Mash-Ti, an effective martial art, helps in the effort. And when the going gets really tough, you can create a Time Stall, which slows down everything around you.



PROTIP: To find a Level 2 hidden bonus, crouch here and fire.

Super NES Game ProFile

Time Trax

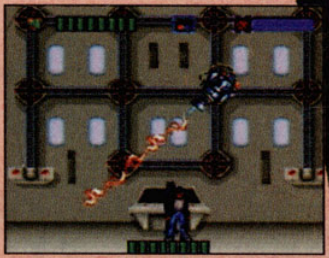
(By Malibu Games)

This action platform game tests your shooting eye and serves up loads of hidden bonuses to keep you digging.

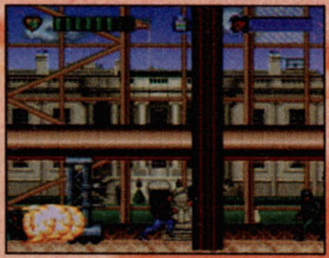
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.0	4.5	Adjustable

$59.95
8 megs
Available May
Action/adventure

1 player
8 levels
Side view
Side-scrolling



PROTIP: To pass Level 2, you have to defeat Sahmbi's laser wall. You can find some safe spots until the laser is in firing range.



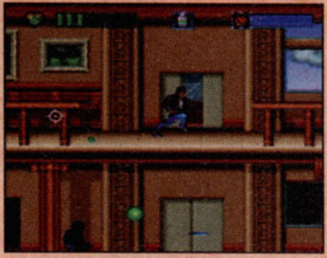
PROTIP: Push the busts hard to get past them. But be careful – the forklift is hot on your heels!

The game's eight levels take you from Sahmbi's lab in 2193 through various challenges in the past. The adventure leads to a final deadly confrontation in Hawaii with one of Sahmbi's assassins.

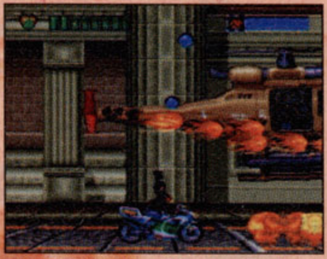
Watch Your Time

It's easy to take Darien through the bullets and fists flying around him. Familiar controls enable you to avoid obstacles and use weapons. It's a bit more work to hang from pipes and flip around them, and when you get to the bike and jet-ski stages, the controls change. It takes some getting used to.

Time Trax features smooth sounds and above-average visual effects. A good example is the slick screen shimmer during a Time Stall, a welcome sign that Malibu Games is pushing its programmers to create new details.



PROTIP: When the laser sight appears, run to the right until it disappears, then backtrack to pick up what you missed.



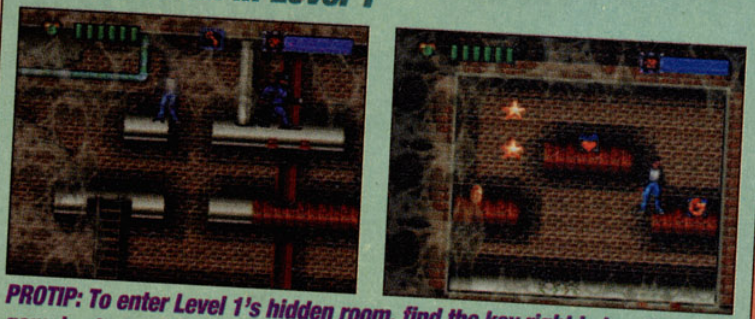
PROTIP: To blast the 'copter's tail, drive your cycle fast to the right. The whirlybird will follow you. Back off and nail the tail.

Where Time Trax really flies is in the FunFactor. Between unexpected bonuses and the high level of challenge, Time Trax will stay in your cartridge slot for a while.

Tick Tock of the Town

Time Trax doesn't push the envelope, but it certainly pushes your imagination. If a juicy sci-fi plot and hot shooting action punch your clock, Time Trax is a good way to pass the time. G

Hidden Room in Level 1



PROTIP: To enter Level 1's hidden room, find the key right below the game's starting point, then jump up where the ceiling's a different color.

J.R.R. TOLKIEN'S EPIC SAGA

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Nintendo
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Official Nintendo Seal of Quality
SUPER NINTENDO
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Interplay

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Interplay
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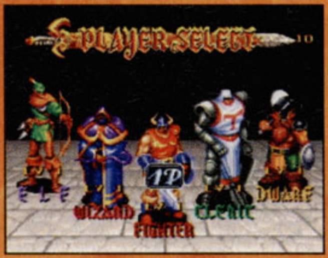
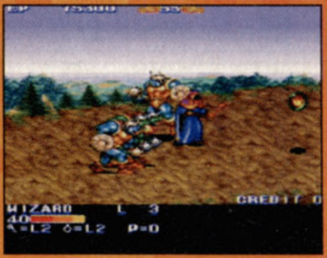
By Earth Angel

Those who live by the sword have long awaited another game in the tradition of Golden Axe. Imagine a combination of Golden Axe and Magic Sword, but with only the weaker elements of each. That's King of Dragons. This cart boasts a lot of mindless hacking, and very little fun.

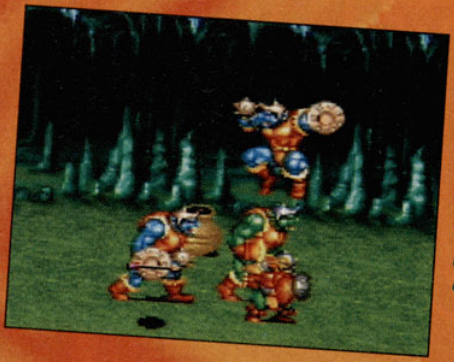
Choose from five warriors, each with unique strengths and weaknesses. Their individual fighting abilities help to vary the otherwise repetitive game play. Once the action begins, your fighter basically hacks everything that moves. Similar to Golden Axe, groups of different enemies can attack simultaneously. At the end of each level, you fight a giant boss.



PROTIP: Each fighter has different abilities. The Wizard isn't the strongest, health-wise, but his Magic enables him to fight from a distance and avoid unnecessary damage.

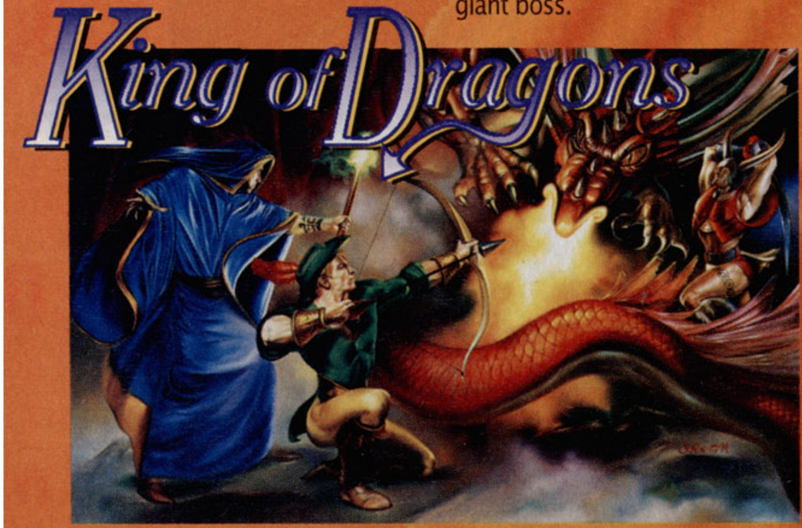


PROTIP: When a Magic Orb appears that destroys all the enemies on-screen, wait until as many enemies as possible appear before you use it.



PROTIP: Enemies are stronger or weaker depending on their color. When you're battling a group, first eliminate enemies with projectile weapons like arrows or spears.

King of Dragons



It Really Drags On

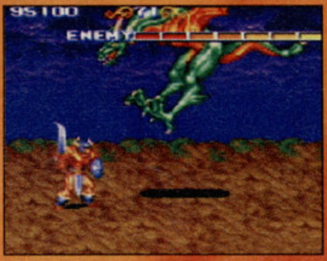
The mighty red dragon, Gildiss, loves to scorch the Earth and wreak havoc in the land of Malus. Although the nasty beast's temporarily slumbering, you must destroy him before he awakes and comes looking for a snack.

Super NES Game ProFile
King of Dragons
(By Capcom)

At first hack, King of Dragons looks like a classic hack-n-slash. However, by the second or third slash, you might just decide to let the dragon rule the day.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	2.5	ADJ. Adjustable

$45.95
12 megs
Available April
Hack-n-slash
2 players
12 levels
Side view
Side-scrolling

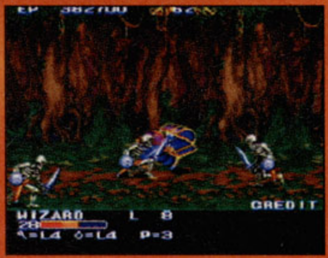


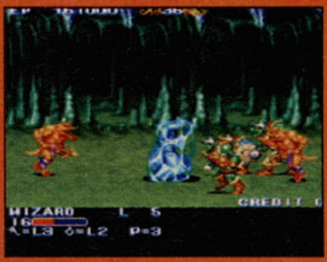
PROTIP: When you're battling a flying boss, like a Dragon, use its shadow to aim your attacks.

One of the best parts of Magic Sword was the ability to choose different companions to assist you in combat. The buddy system is gone in this game, although simultaneous two-player action teams you up with any of the other fighters. The power-up system is similar to Magic Sword, with special items hidden in treasure chests, and improved weaponry earned for each level completed.

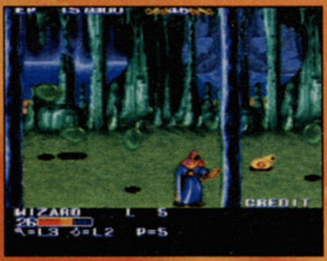
Out of Control

Sluggish controls make it difficult to maneuver your fighter, especially when you're trying to jump and slash simultaneously. Combined with heavy-duty slowdown, especially in the two-player simultaneous mode, it's enough to make you turn in your sword.





PROTIP: Watch out for booby-trapped treasure chests. Some hold bad power-ups, like the instant freeze. Other treasure chests will attack you when you get too near. Either way, rapidly tap Left or Right to escape.



PROTIP: Watch out for these slimy blobs. When they grab you, they'll leach energy until you release their hold. Rapidly tap Left and Right on your control pad to escape.

Although small, the sprites are nicely drawn. Unfortunately, the size in combination with the slowdown makes it frequently impossible to see what's going on. The background graphics and huge enemy bosses are nicely drawn, although occasionally repetitive. Average tunes accompany the action.

Give It the Axe

Warriors thirsting for some good old hand-to-hand combat in the tradition of the greats will have to wait a little longer. King of Dragons may temporarily satisfy your yen for adventure, but it won't slake your thirst. G

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COMMUNICATIONS
PHASER

CAPTAIN'S LOG,

IT HAS BEEN TWO DAYS SINCE STARFLEET STOPPED OUR SHORE LEAVE ON HOBSON DELTA II. THE CREW IS COVERING UP THEIR DISAPPOINTMENT WELL AS WE RETURN, ONCE AGAIN, TO THE EDGE OF THE NEUTRAL ZONE WHICH THE ROMULANS HAVE BEEN THREATENING TO CROSS.

ROMULAN HIGH

RED ALERT! THINGS IN THE NEUTRAL ZONE ARE HEATING UP. THE POWERFUL *IFD* AWAITS YOU AND YOUR CREW SOMEWHERE IN THE GALAXY. CAN YOU LOCATE IT BEFORE IT'S TOO LATE?

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PROREVIEW

Super NES

LETHAL ENFORCERS

Veteran gunslingers are familiar with this first-person-view gun game from the arcades, the Sega CD, and the Genesis. Is it just as good? You bet your bullet-proof vest!

Super NES Game ProFile

Lethal Enforcers

(By Konami)

Shooting unreal people...either you like it or you don't. If you do, you'll really like this game.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	ADJ. Adjustable

Price not available	2 players
12 megs	5 levels
Available now	First-person view
Shoot-em-up	Side-scrolling

Lethal Weapon, Too

You can play Dirty Harry, or Dirty Harry and Dirty Mary. Two-player gun battles are a major kick, made possible by adding a controller or by purchasing a second gun (a special weapon you plug into the first Justifier). However, you should take on the slooooow controller interface only if you have a death wish.

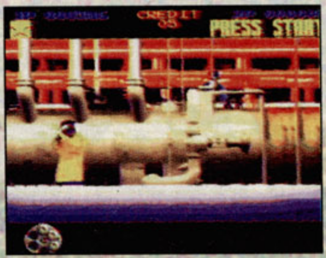
The Konami Justifier is the perfect SNES weapon. It's smooth, accurate, quick, and deadly. During the conflict, you can also blast icons to upgrade your firepower.

By Slo Mo

WARNING: The following video game depicts scenes of violence. Parental discretion is advised...and how it got past Nintendo's review committee, we'll never know!

Magnum Force

You've been warned! Lethal Enforcers is a serious shoot-em-up game that puts the "gun" in SNES gun games in more ways than one. As a rookie cop you're out to stop an urban crime spree by cleaning out the scum from five murderous levels. Konami supplies the gun (called "The Justifier," bundled with the game), the cartridge, and the criminals.



PROTIP: In Level 5, the Chemical Plant, watch out for gunmen who hide behind other gunmen.

PROTIP: Two players should split the screen. You take one side while your partner takes the other.

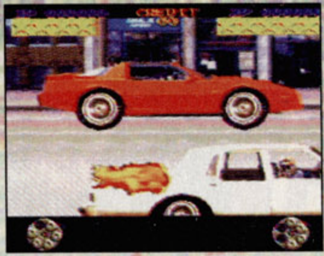
PROTIP: Watch the backgrounds for faraway thugs. You can see some bums saunter into the scenes.

PROTIP: On a small TV screen, the concave edges will affect the accuracy of your shots.

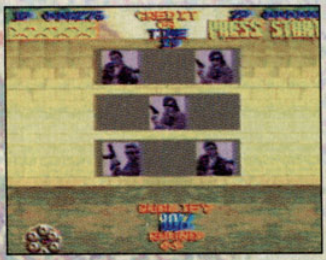
Die Hard

Bank robbers, street gangsters, hijackers, drug dealers, and terrorists are your moving targets...and you're theirs. They pop up out of the scenery everywhere. There are three skill levels. "Hard" is the level to beat; it's fast and literally murder!

Enforcers is only a game, but the digitized graphics look so real it hurts, especially if you nail a hostage or a fellow officer. If you take a slug, there's a cool bullet-through-the-TV-screen effect. The sounds are right on target, with great gunshots and appropriately hyper music.



PROTIP: You can shoot the wheels and gas caps on the cars if you like, but it doesn't help, and it can hinder your promotion by lowering your accuracy percentage.

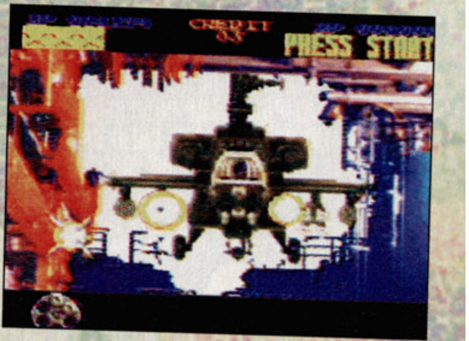


Practice at the shooting range.

Great Guns

No arms controls here! If you have any qualms at all about guns, the life-sized, plastic .357 magnum replica will be unnervingly realistic, but...well, you wouldn't even be reading this. If you dig a good gun game, Lethal Enforcers aims to please. **G**

Wearing Sunglasses Is a Criminal Offense!



PROTIP: You can blast any projectile you see coming at you.

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WE OWN
THE STREETS
THIS SUMMER.

GENESIS™ CAPCOM® SUPER NINTENDO ENTERTAINMENT SYSTEM

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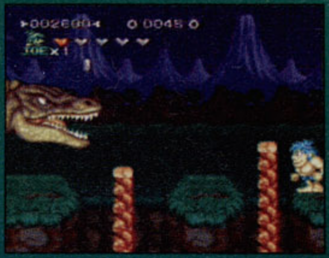
By Bonehead

If you already like Joe and his buddy Mac, you'll like 'em even more after playing this long, colorful game.

JOE & MAC 2 LOST IN THE TROPICS

Dino Dudes

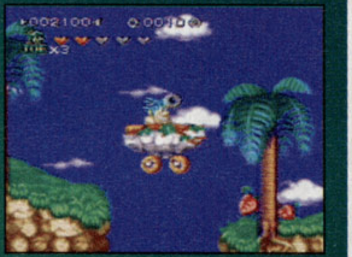
Ever cheerful, and ever popular, Joe and Mac have appeared in several other incarnations, and this is as good as any. Their prehistoric world is filled with more enemies than ever, and the boys have some new weapons. Not only can they whack baddies with their clubs, jump on small enemies, and throw some weapons, they can spit seeds, bones, and fire when they eat the right items. As usual, a two-player mode offers simultaneous cave kicks. Plus, in Super 2P mode, players can bop each other. The controls are quick and effective throughout.



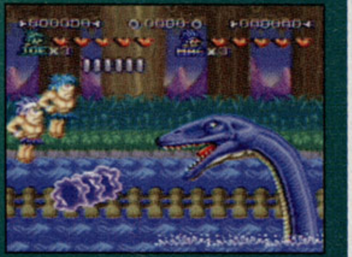
PROTIP: Nail this Stegosaurus only when his mouth is open.

Good Graphics

The graphics are what you expect from this prehistoric pair: big, cartoony sprites, Stone Age grouches, and colorful, multi-scrolling backgrounds. The large, stiff-moving monster bosses are right out of Jurassic Park, but they're easier to beat than the tough dinos in that game.



PROTIP: Joe has to jump up in his kave kart to collect goodies. Be quick, though, because obstacles lie ahead.



PROTIP: Find the big dinos' weak spots. Bop this one in the mouth while dodging its breath.

The music pulses with fast-paced, tropical rhythms that complement the action nicely. The sound effects have been diminished from the first J&M adventure, however. You'll wish there were more growls and roars from the menagerie of enemies.

Prehistoric Pranks

There's not much to think about in this easy-going game. Just bop everything in sight, admire the scenery, and have fun. It's a blast in the past! G

Joe & Mac 2: Lost in the Tropics
(By Data East)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	BEG. Beginner

$54.95
8 megs
Available now
Action/adventure
2 players
7 levels
Side view
Multi-scrolling
Passwords

CHOPLIFTER III

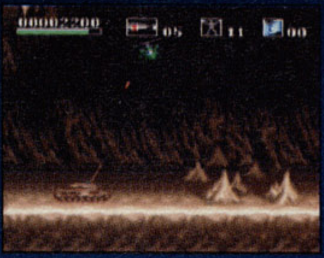
RESCUE ★ SURVIVE

By Lawrence of Arcadia

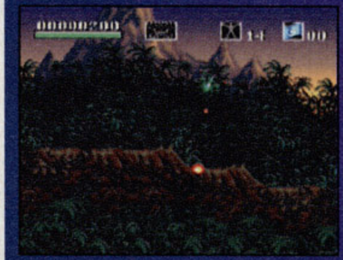
Choplifter was in the first wave of video games during the Golden Age of Gaming (which included such classics as Pac-Man, and Qix), and it was the precursor to Desert Strike. This side-scrolling continuation is fast and addictive!

Blades of Bitterness

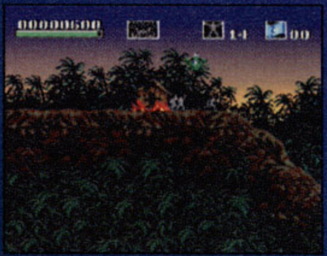
In Choplifter III, you must complete various missions, all of which involve gathering a specified number of U.N. Hostages.



PROTIP: Avoid tangling with tanks unless you have a supply of Anti-Tank Missiles. They do mucho damage.



PROTIP: Keep your chopper in this cockpit-forward position to easily hit any enemy ground crew.



PROTIP: Blow up huts and other buildings to release prisoners, but steer clear of them when landing, or you'll take lots of damage.

You set out in a chopper, armed with a machine gun, but you pick up various projectiles like Scatter Bombs, Air-to-Air Missiles, and Anti-Tank Missiles. You go up against Tanks, Bazooka Fire, Surface-to-Air Missiles, and other choppers.

The graphics in Choplifter III are beautiful and varied. Desert campaigns, jungle missions, and urban warfare are all nicely represented. Although the chopper itself is small, you face some giant bosses.

The sounds are all death and destruction, fitting right into this game. There are no real rockin' explosions, though. You can hear muffled rotor noise, but enemy death screeches would've been more effective.

Take It for a Spin

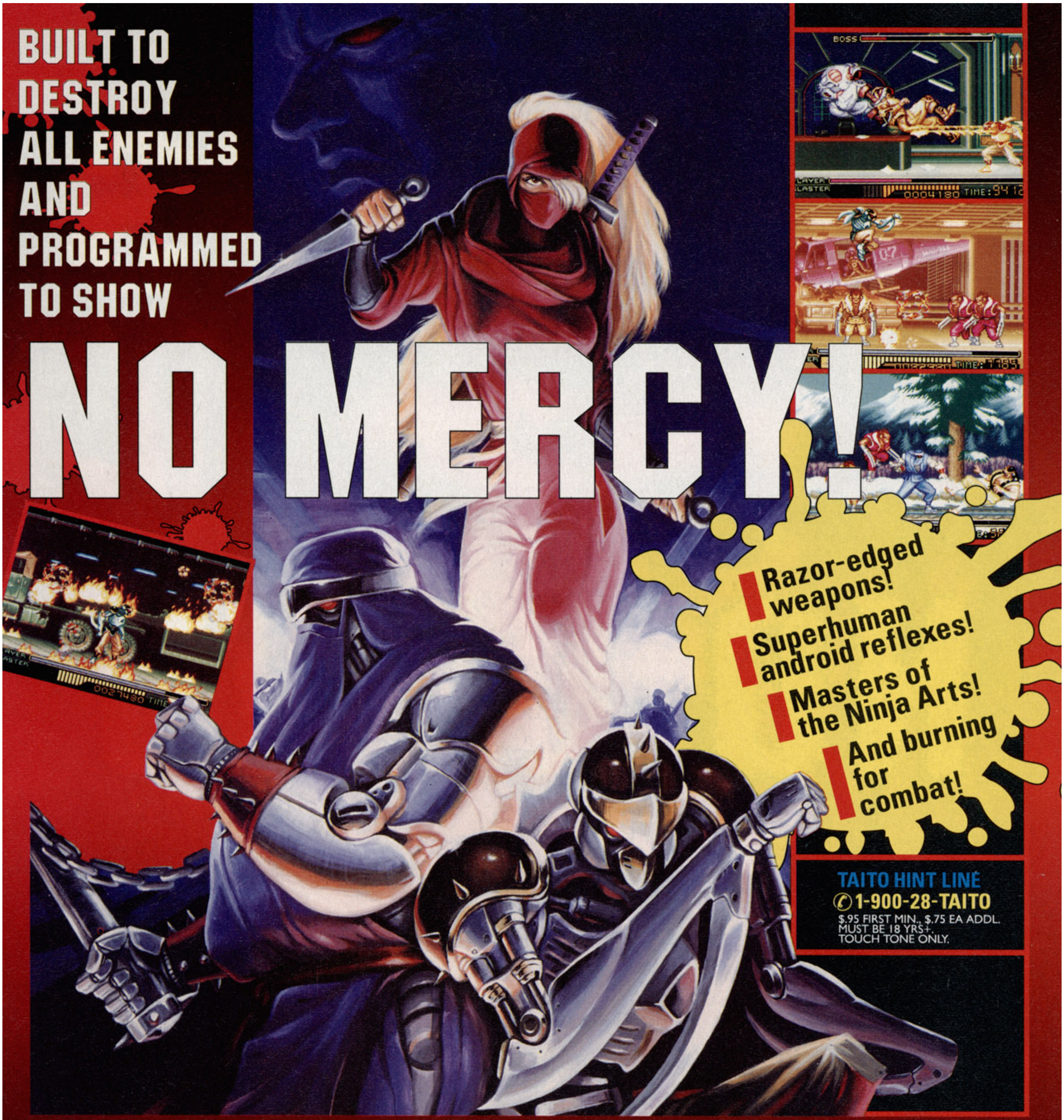
The controls are tricky until you get used to them. You can't obliterate your own people (a change from the original), so the challenge is in getting from place to place alive and avoiding the enemy.

You'll be addicted to the game play in no time, and this fast, great-looking game shouldn't be overlooked by fans of Desert/Jungle Strike. There's more here than meets the rotors, and Choplifter III lives up to its predecessor. G

Choplifter III: Rescue Survive
(By Extreme Entertainment)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	INT. Intermediate

$59.95
8 megs
Available now
Action/adventure
1 player
Side view
Multi-scrolling
Passwords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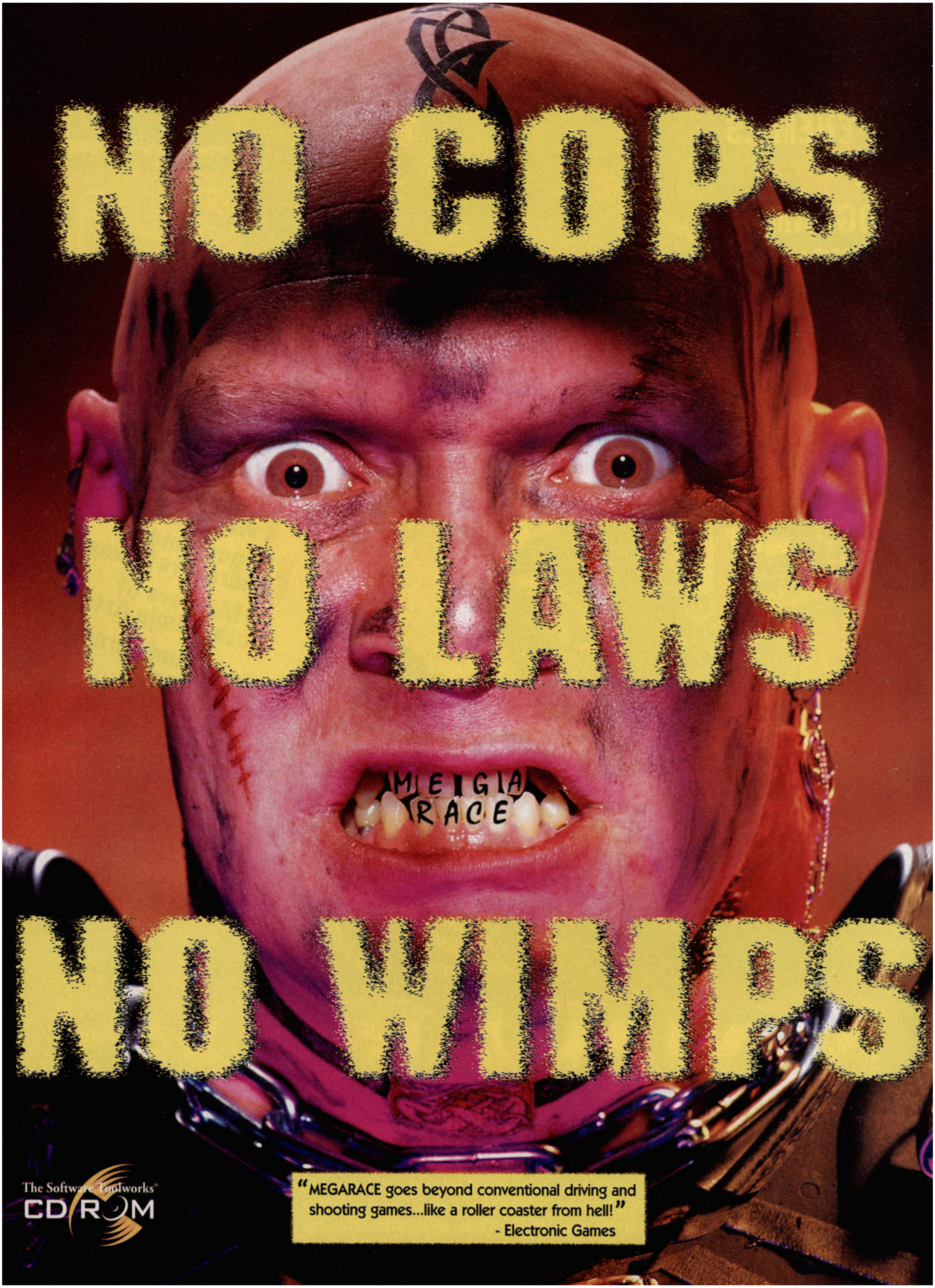
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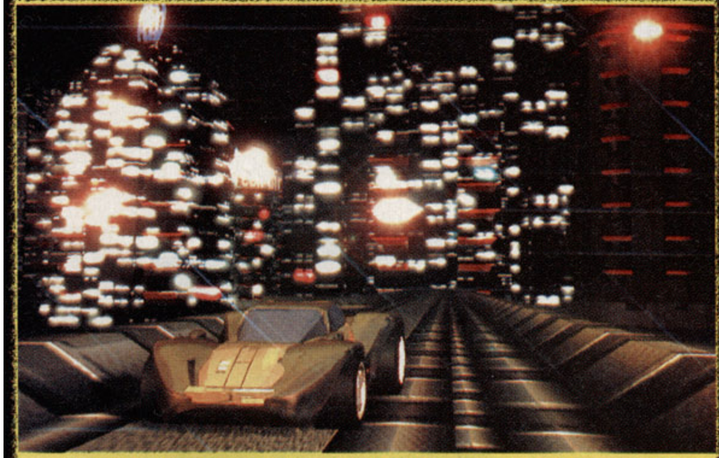

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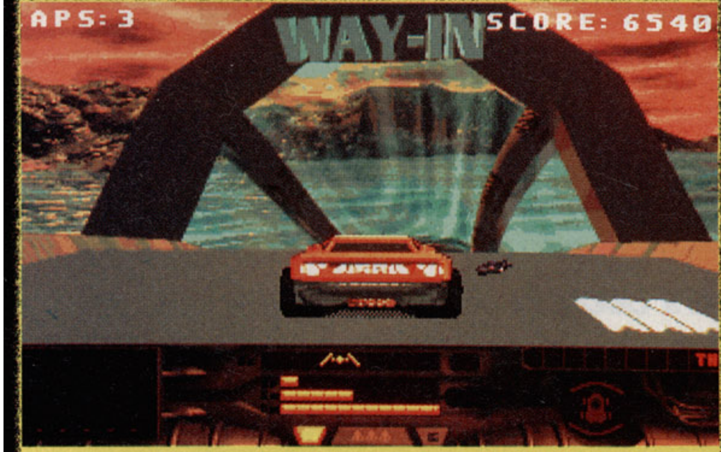

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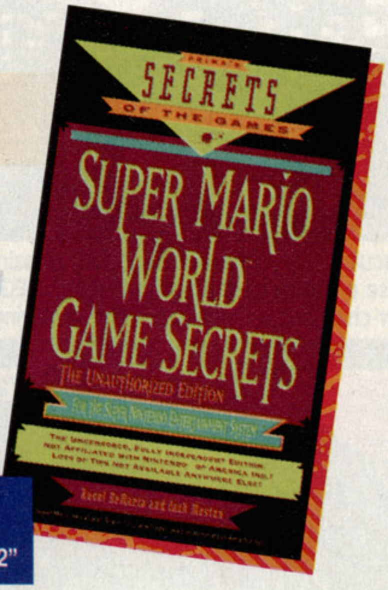
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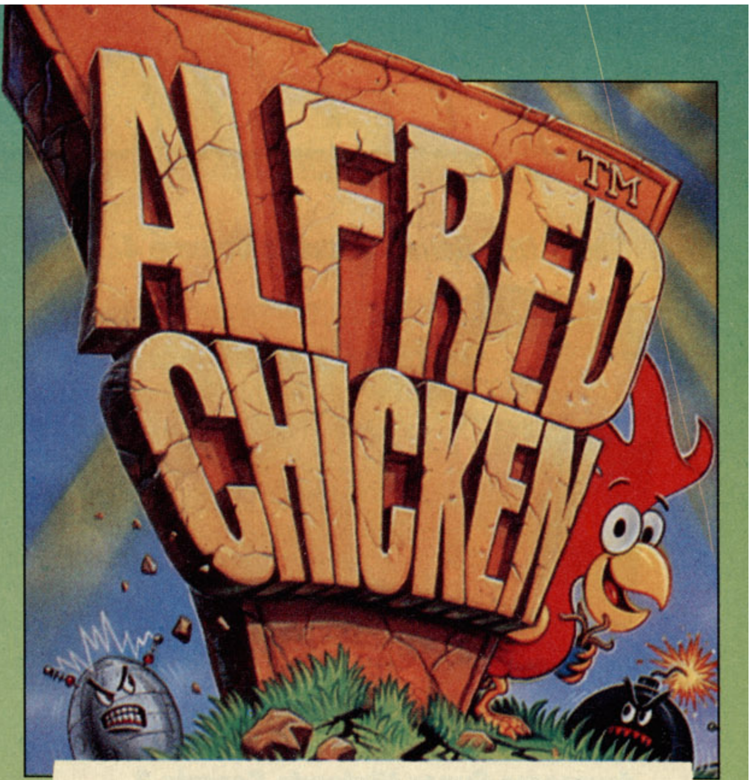


Alfred Chicken

By Manny LaMancha

Software Toolworks' new NES puzzle game is chicken – Alfred Chicken, that is. The plot doesn't beat around the bush. Floella, Billy, and Billy's brothers have been "eggnapped" by the Meka-Chickens for evil laboratory experiments. Alfred is their fine-feathered hope. Who is Floella? Who's Billy? Who cares? Let's just play the game!

No Yoking Around

Alfred Chicken is a classic platform puzzler that challenges players with expansive mazes. It's filled with treacherous jumps, elaborate traps and obstacles, secret rooms, and bird-beating enemies. The object of the game is to move Alfred through the playfields, to peck and release a certain number of Balloons, and to beat the clock.

Finding a safe route to the Balloons ruffles your feathers, but it's even more challenging with the Meka-Chickens' cranky creatures hungry for Chicken Alfredo.

Luckily, Alfred can use his pointy bionic beak to spear most enemies in a dive-bomb attack, but some foes are impervious to his offense. When you confront the occasional Meka-Chicken boss, you get a good dose of control-pad aerobics as you struggle to find its weaknesses.

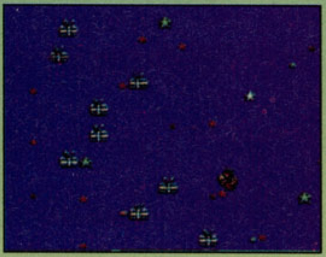
NES Game ProFile
Alfred Chicken
(By Software Toolworks)

With a name like Alfred Chicken, don't expect a serious game – but you can't ignore this wacky puzzler. This chicken's a meaty addition, especially to the slim NES pickings.

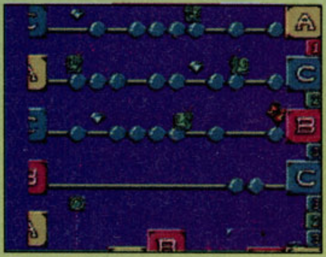
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.0	ADV. Advanced

$32.95
1 meg
Available now
Puzzler

1 player
5 stages
Side view
Multi-scrolling



PROTIP: After getting the last Balloon on Stage 1, grab all the Presents to score an extra life.



PROTIP: When you hit a set of snails in Stage 2 that are one row above another, work up the right until you're at the top. Then dive-bomb the snails from the top down, which will save you from bouncing up into a snail and losing a life.

Fowl Play

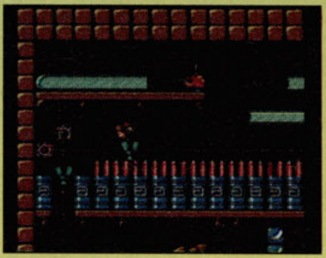
For an NES game, Alfred Chicken's graphics sparkle. Most of the characters have a cartoony look – simply drawn, but with googly eyes and other funny features.

The game's audio is equally enjoyable. The bouncy, loopy audio sounds as goofy as the characters look. Crystal-clear effects fill out the aural experience.

Most puzzle games require unusual control-pad manipulations, beyond the standard jumping and character movement. In Alfred Chicken you must learn to time dive bombs and peck at blocks to make things happen. Thankfully, the crisp controls aren't too intricate, and it doesn't take long to master the action.

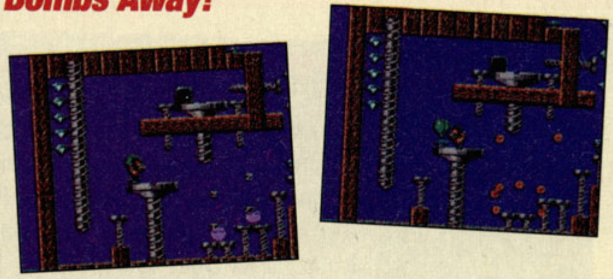
Just Winging It

There aren't many NES games being released these days, so eight-bit fans ought to flock to Alfred Chicken. This is no throwaway game. You'll be cooped up with Alfred for a while.

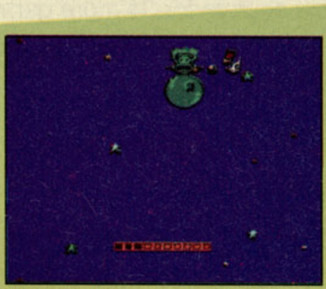


PROTIP: This intersection in Stage 4 can be difficult to traverse. It's not imperative to hit the up-down platform; just drop down.

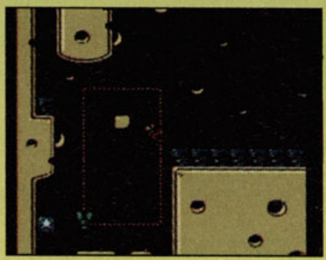
Bombs Away!



PROTIP: Bombs have different explosion patterns, so watch out for the fragments when a bomb blows.



PROTIP: When you're battling the first Meka-Chicken, stay near the top of the screen. From there, it's easier to avoid him when he speeds up.



PROTIP: If you have to make a drop, hold down A to slow your fall, so you can scope out enemies and hazards.

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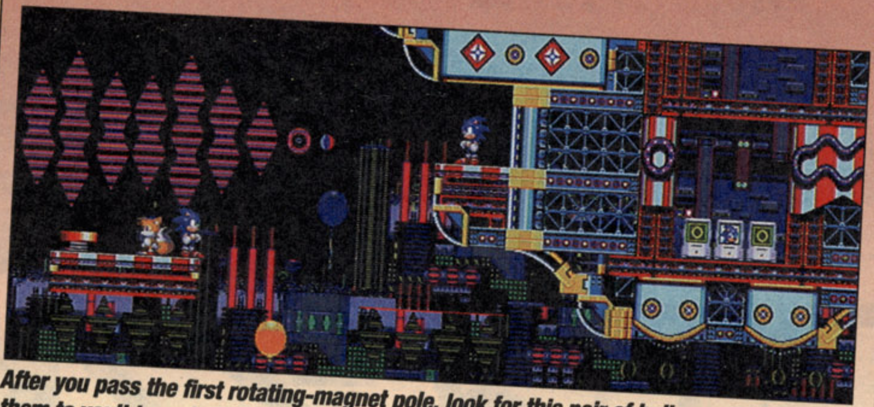
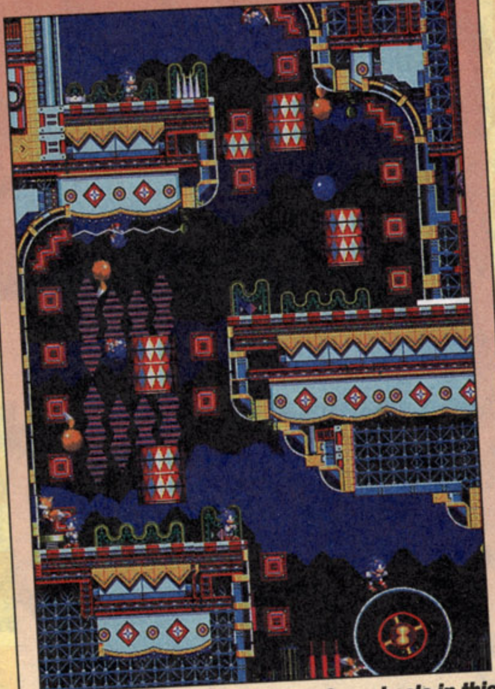
Part Two

1-UP PLUS



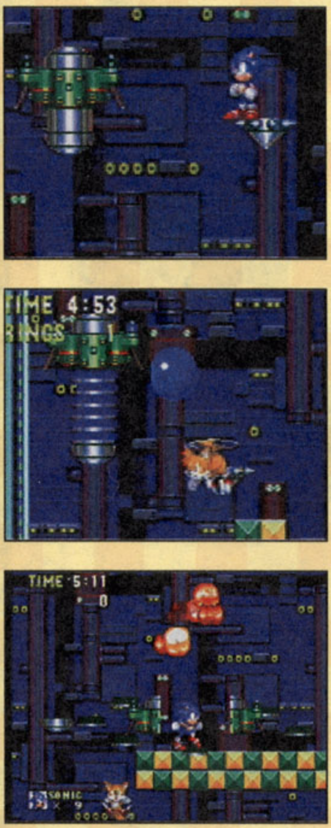
After you pass the first rotating-magnet pole, look for this pair of balloons. You can use them to vault to a platform up and to your right. To the right side of the ledge, you'll find a secret room hiding two Ring Monitors and a 1-up.

PUT A NEW SPIN ON IT



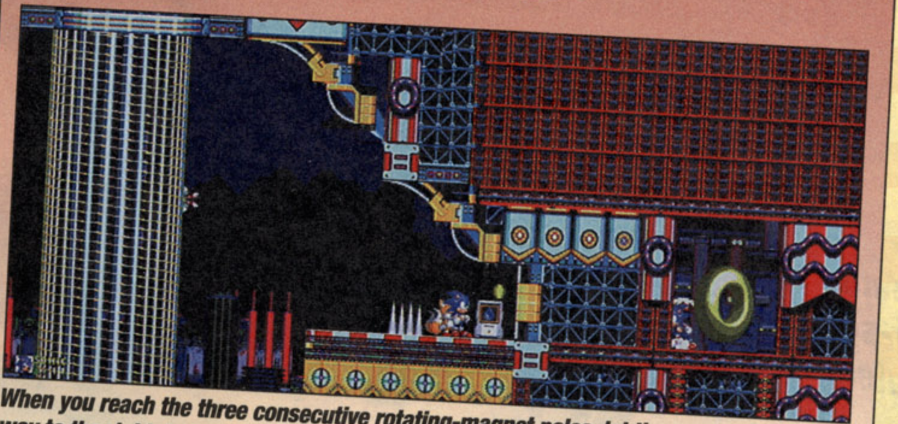
Sonic can leap onto the spinning wheels in this Zone and take a ride. The wheel takes you to a ledge. Leap to it and you'll find a huge secret cache of Rings.

Defeat Dr. Robotnik



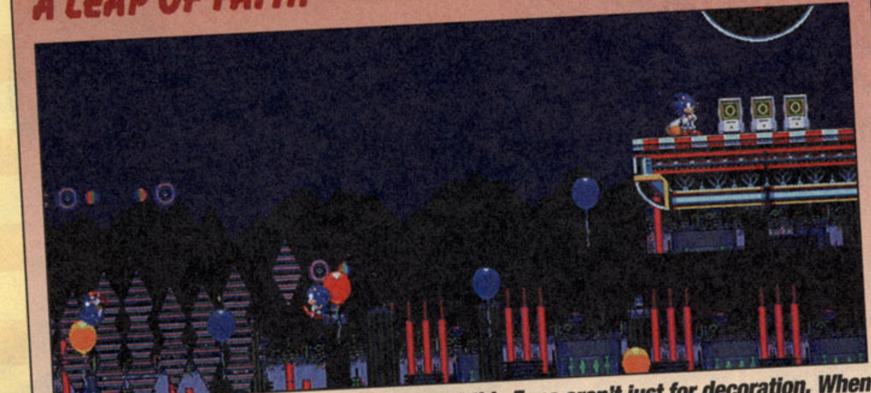
This is one of Dr. Robotnik's stranger appearances. To destroy him, you've got to Super Spin Attack the main part of the ship. In the meantime, you must dodge the spinning-top-like weapon that ricochets around the screen. The safest way to fight this boss is to have Sonic jump on top of the small missile, and then use Tails to attack Dr. R's main craft. Just remember to leap off the missile when it bounces too close to the main part of Dr. Robotnik's attack ship.

GOING UP



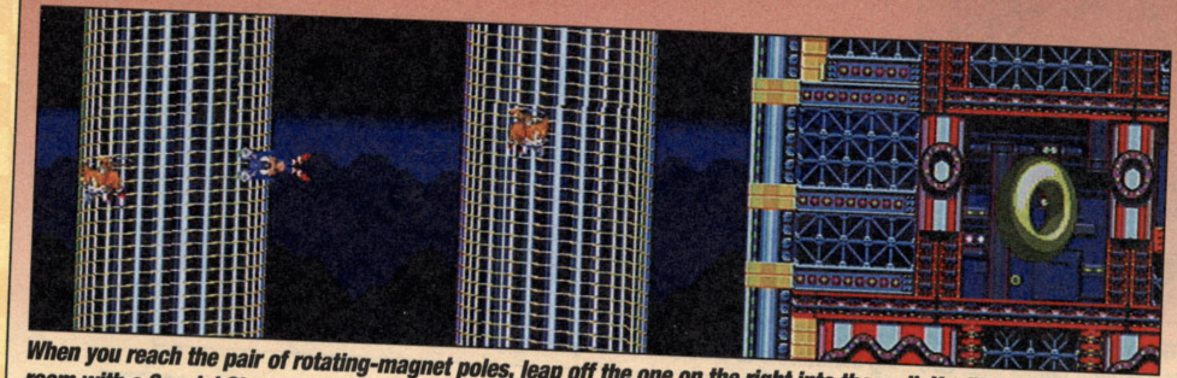
When you reach the three consecutive rotating-magnet poles, let them carry you all the way to the right, but stay at the top of the third pole. Then, jump off onto a ledge to your right. You'll find a Bubble Shield, and to the right, a Special Stage Ring room.

A LEAP OF FAITH

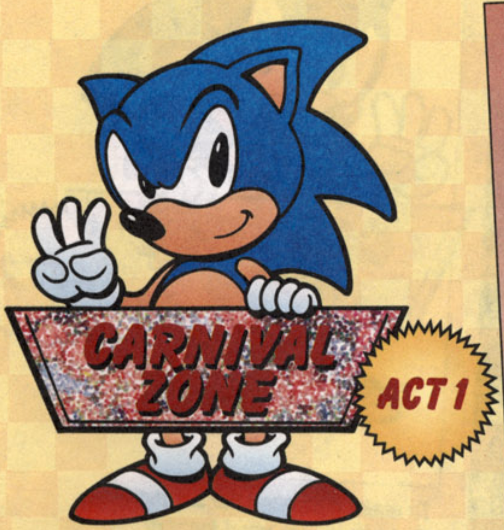


The colored balloons scattered throughout this Zone aren't just for decoration. When you see a series of them, use them as steppingstones to reach hidden platforms and higher areas.

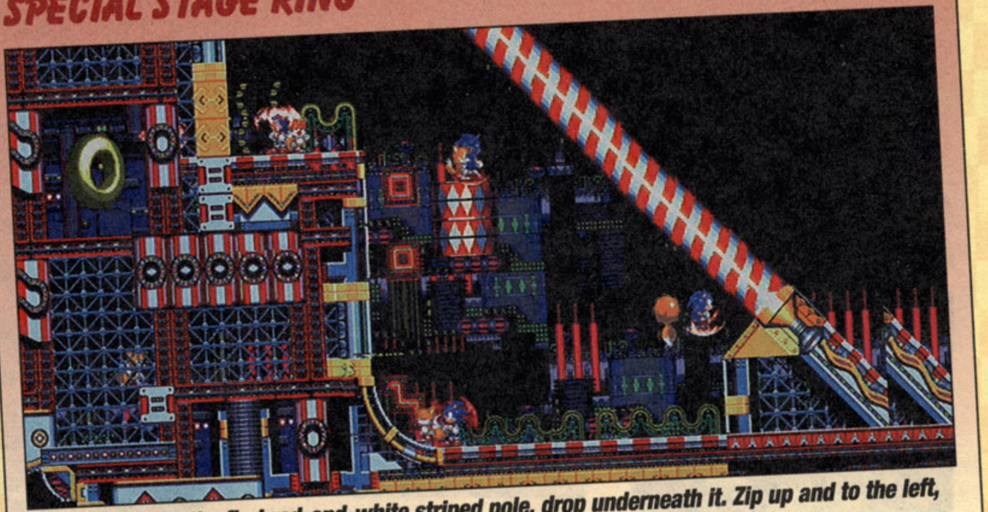
SPECIAL STAGE RING



When you reach the pair of rotating-magnet poles, leap off the one on the right into the wall. You'll discover a hidden room with a Special Stage Ring inside.

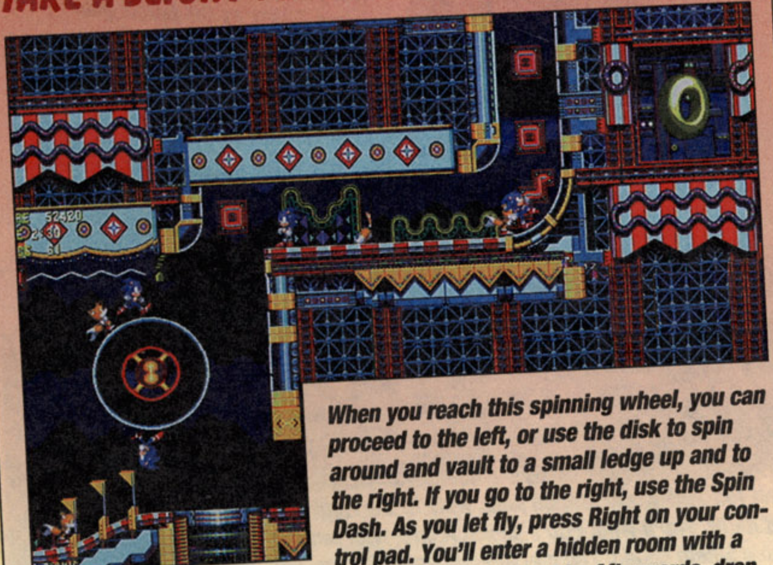


SPECIAL STAGE RING



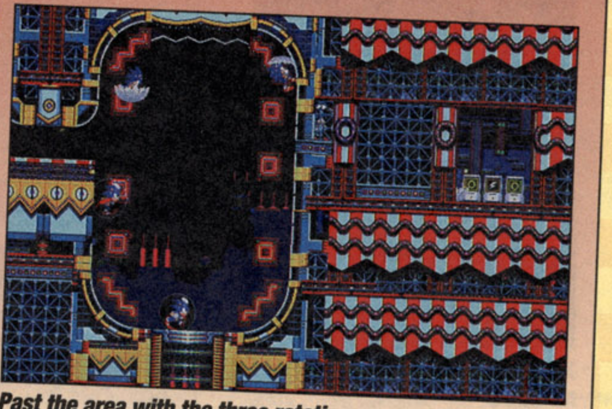
When you reach the first red-and-white striped pole, drop underneath it. Zip up and to the left, and you'll find a hidden tunnel with a Special Stage Ring inside.

TAKE A SLIGHT DETOUR



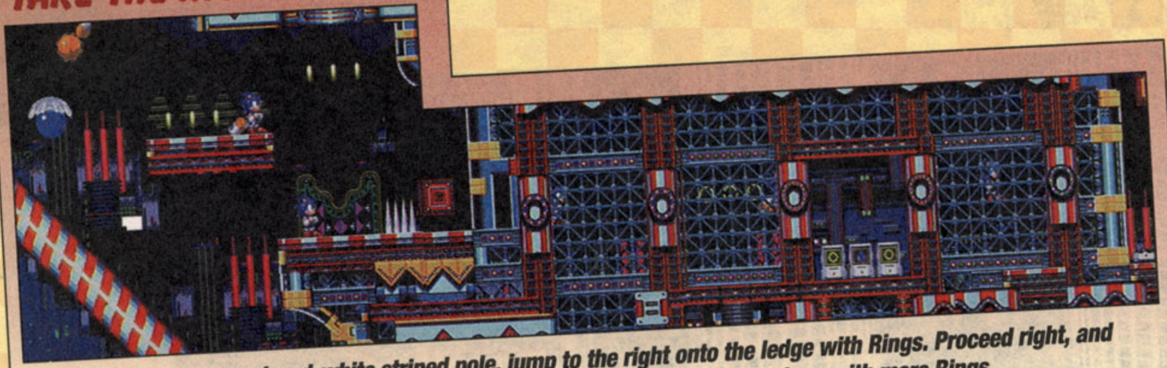
When you reach this spinning wheel, you can proceed to the left, or use the disk to spin around and vault to a small ledge up and to the right. If you go to the right, use the Spin Dash. As you let fly, press Right on your control pad. You'll enter a hidden room with a Special Stage Ring inside. Afterwards, drop back down and proceed to the left of the disk.

JUST FOR U

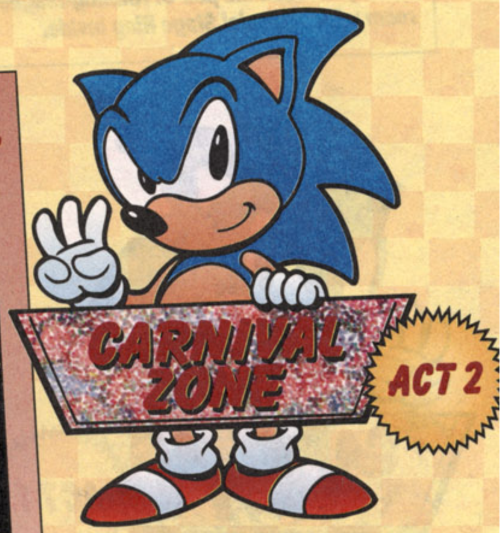


Past the area with the three rotating-magnet poles, you'll reach a U-shaped area. As you spin around the U, press Right on your control pad. You'll enter a secret room with two Ring Monitors and an Electricity Shield.

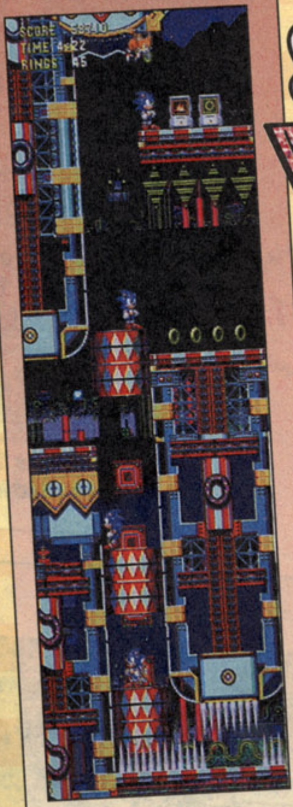
TAKE THE HIGH ROAD



At the top of the first red-and-white striped pole, jump to the right onto the ledge with Rings. Proceed right, and you'll discover a hidden tunnel with two Ring Monitors and a Bubble Shield, along with more Rings.

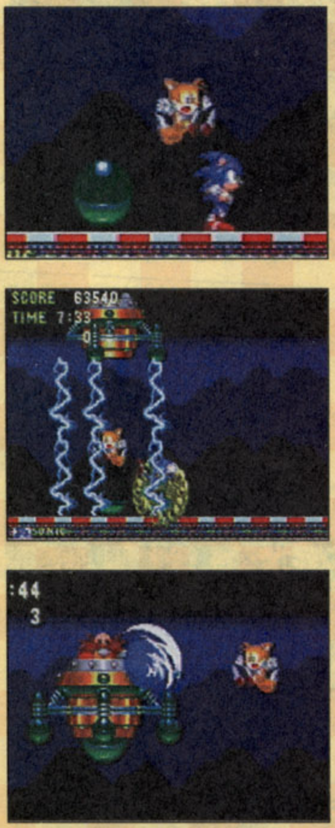


IT'S EASIER THAN IT LOOKS



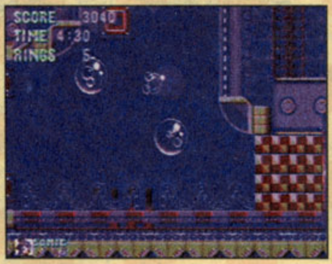
To make it through the Carnival Night Zone, you must learn to ride the barrels. The trick is to hop on board, then press Up and Down to get the barrel moving. Remember, jump just once to get onto the barrel. Then, as the barrel goes down, press Down; as the barrel goes up, press Up, and so on. Some barrels will rise higher than others. Experiment and see what happens.

Meet Dr. Robotnik, One More Time



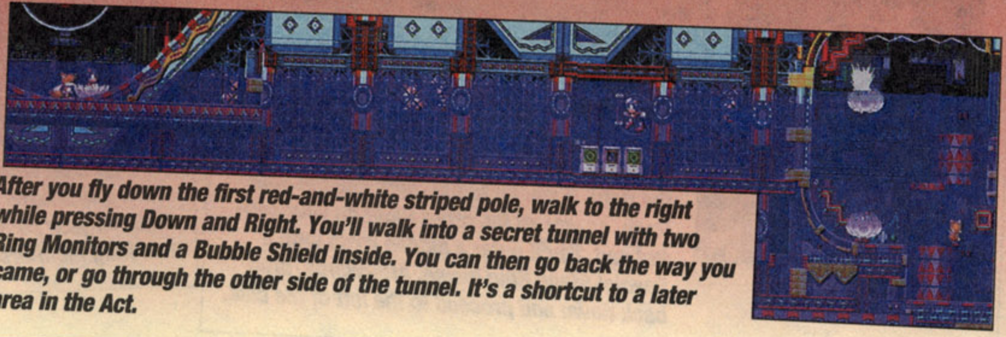
The bad doctor's easy to beat at the end of the Carnival Night Zone. Just dodge Robotnik until he drops the large green magnet ball, then steer clear until he stops trying to pull you in with the magnet. Then leap and Super Spin Attack him. Finally, back off and repeat the entire procedure until he's done for.

Give Me Some Air



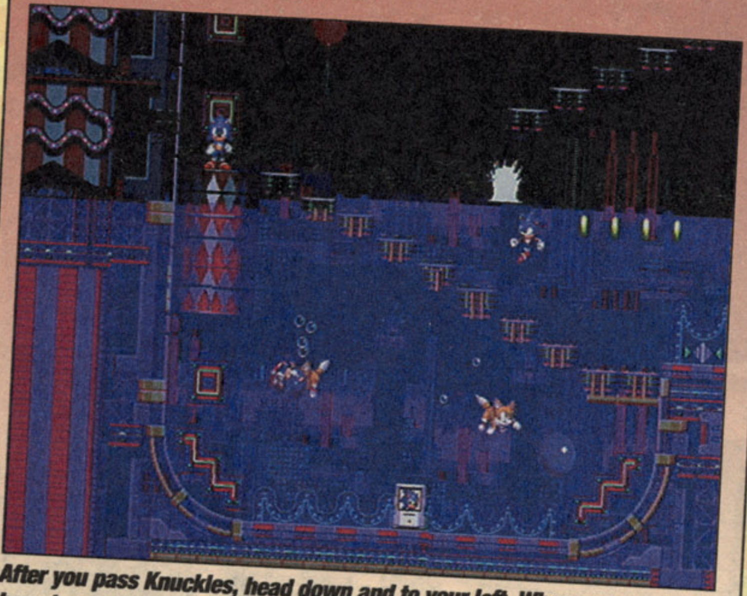
When you dive underwater in this Act, keep an eye out for colored balloons. When Sonic needs air, pop them, and gulp the resulting air bubble.

TAKE THE LOW ROAD



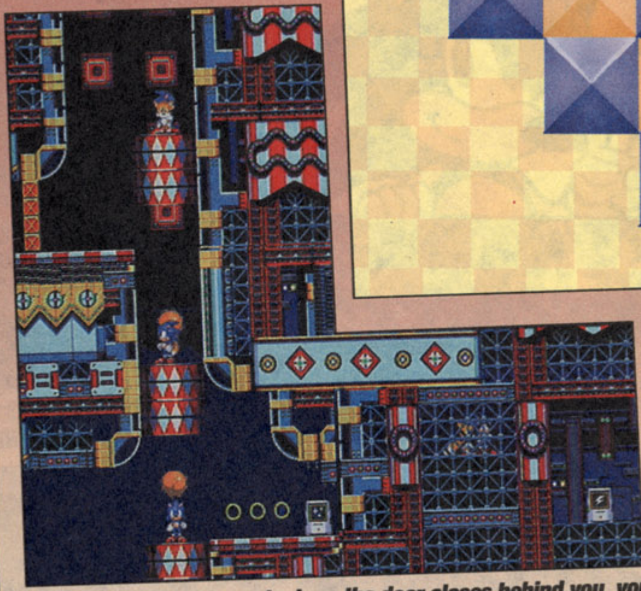
After you fly down the first red-and-white striped pole, walk to the right while pressing Down and Right. You'll walk into a secret tunnel with two Ring Monitors and a Bubble Shield inside. You can then go back the way you came, or go through the other side of the tunnel. It's a shortcut to a later area in the Act.

GROUND-FLOOR 1-UP



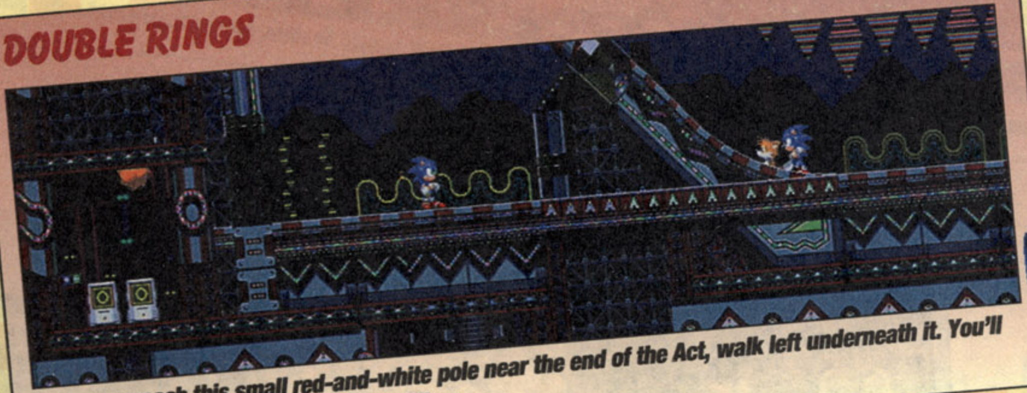
After you pass Knuckles, head down and to your left. When you reach this barrel, use the special barrel technique to ride it down. Underneath, you'll find a 1-up on the ground.

NO WAY OUT



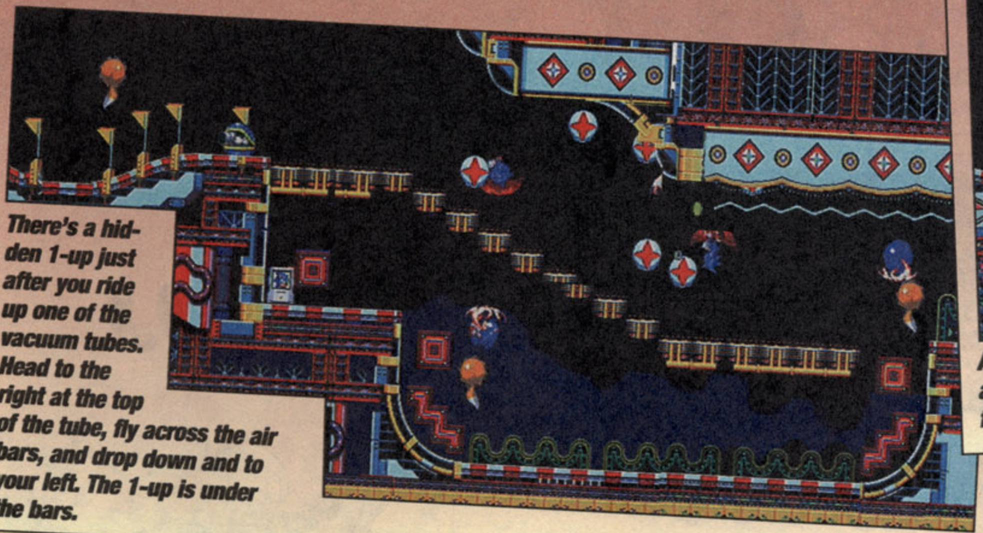
When you reach this spot where the door closes behind you, you have to use the special barrel technique to escape. Ride the barrel down, then jump right onto a ledge. There's a second barrel below the first one. Ride it down to reach an Invincibility Monitor. But wait, there's more! Head to the right from this spot to discover a secret room with an Electric Shield inside.

DOUBLE RINGS



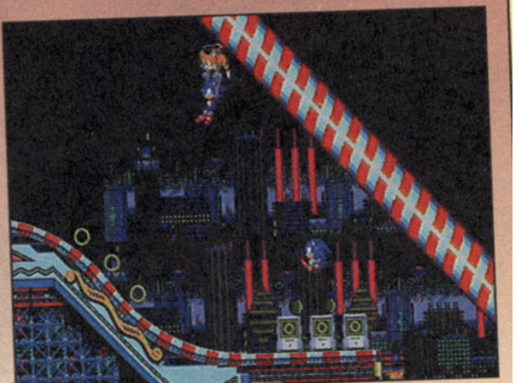
When you reach this small red-and-white pole near the end of the Act, walk left underneath it. You'll find a secret room hiding two Ring Monitors.

1-UP



There's a hidden 1-up just after you ride up one of the vacuum tubes. Head to the right at the top of the tube, fly across the air bars, and drop down and to your left. The 1-up is under the bars.

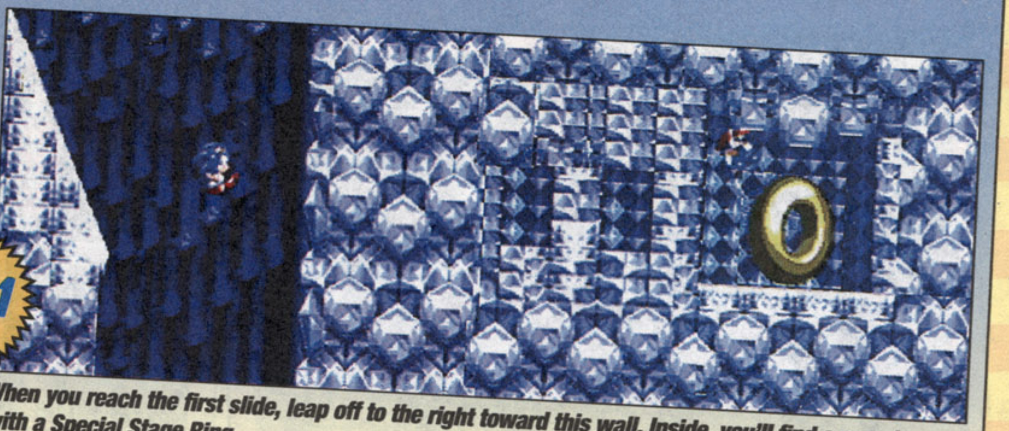
GIVE ME A RING



At the beginning of the Act, you'll zip down a red-and-white striped pole. Just underneath it you'll find three Ring Monitors.

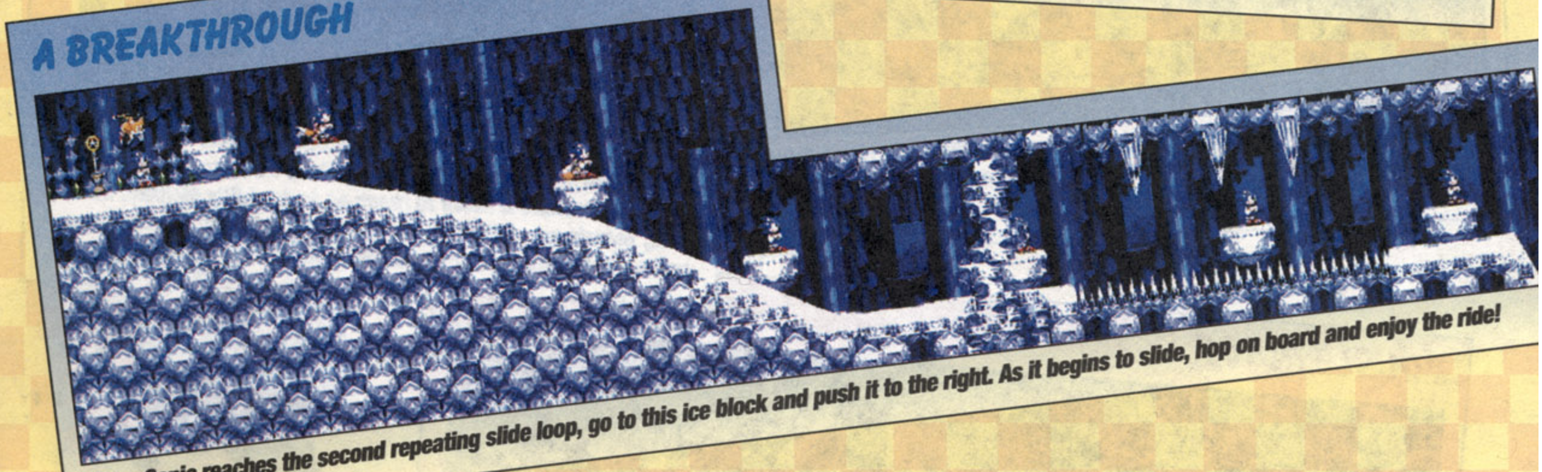
ICE CAP ZONE ACT 1

SLIP AND SLIDE



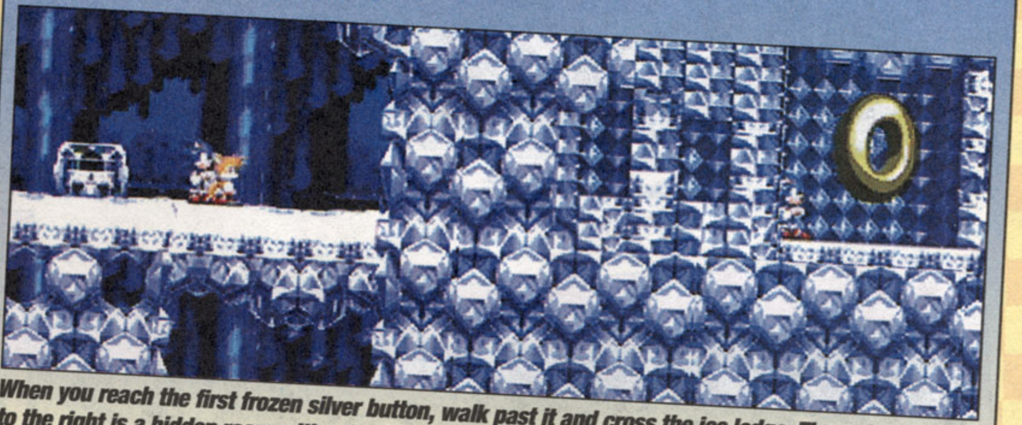
When you reach the first slide, leap off to the right toward this wall. Inside, you'll find a secret room with a Special Stage Ring.

A BREAKTHROUGH



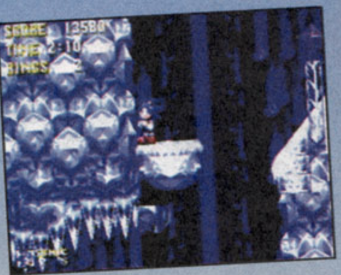
When Sonic reaches the second repeating slide loop, go to this ice block and push it to the right. As it begins to slide, hop on board and enjoy the ride!

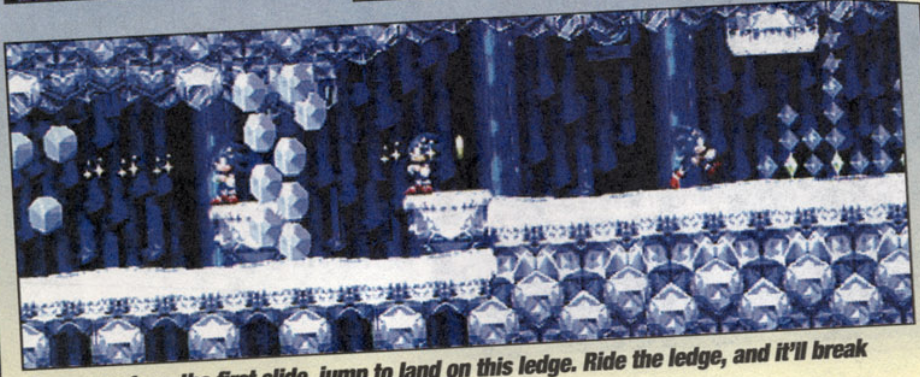
SPECIAL STAGE RING



When you reach the first frozen silver button, walk past it and cross the ice ledge. Through the wall to the right is a hidden room with a Special Stage Ring inside.

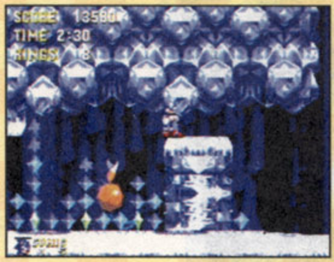
TICKET TO RIDE

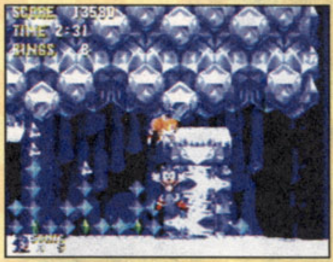




To escape from the first slide, jump to land on this ledge. Ride the ledge, and it'll break through the ice walls and free you from the endless loop.

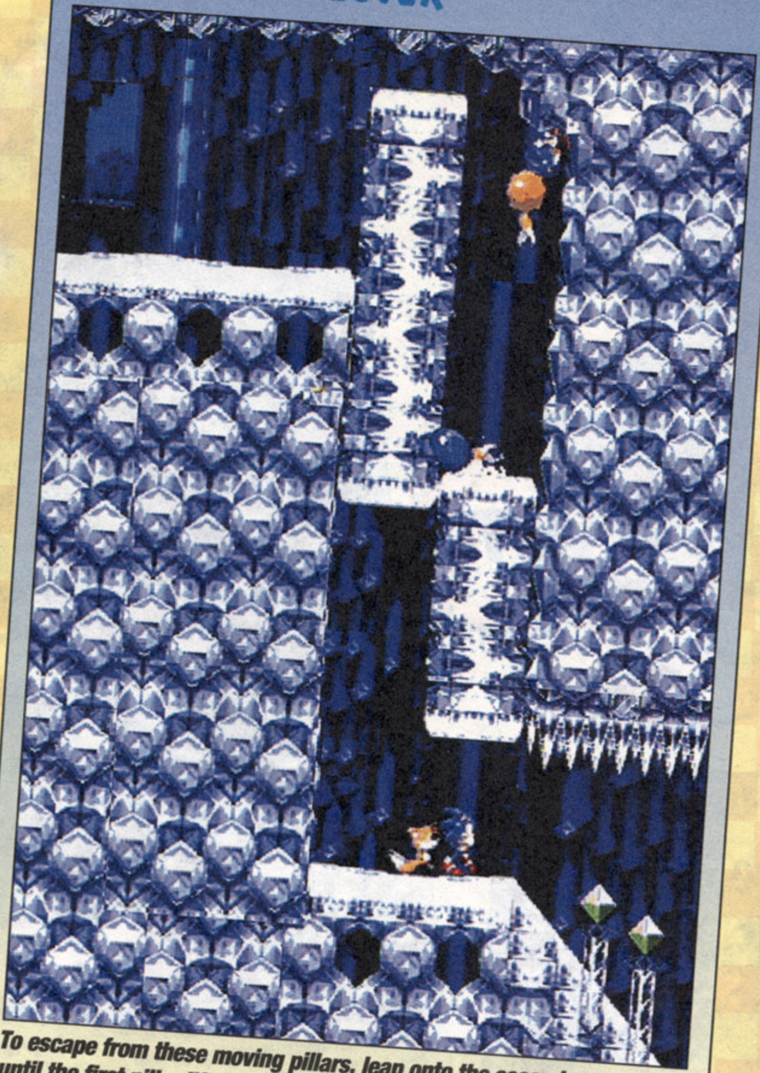
It's Smashing


SCORE 13580
TIME 2:30
RINGS 8


SCORE 13580
TIME 2:31
RINGS 8

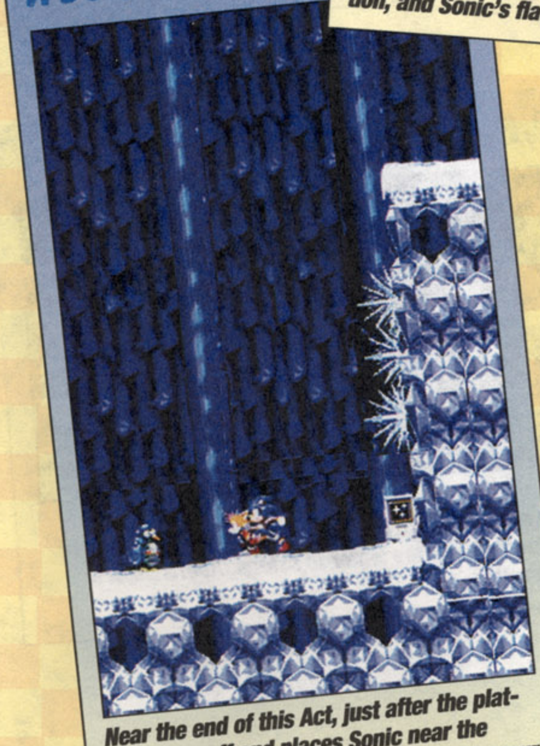
Watch out for the ice pillars. Many of them slide up and crush Sonic if he doesn't get off quickly enough.

A TRICKY MANEUVER



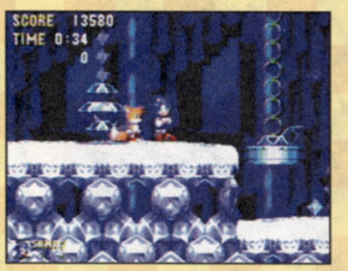
To escape from these moving pillars, leap onto the second one, wait until the first pillar lifts to the ceiling, dodge under it, and then immediately dodge to the right, under the second pillar. A second's hesitation, and Sonic's flatter than a pancake.

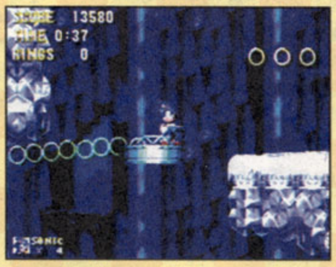
A SURPRISE



Near the end of this Act, just after the platform flies off and places Sonic near the entrance of a tunnel, jump down and to your left. You'll find a hidden Invincibility Monitor on the ledge below.

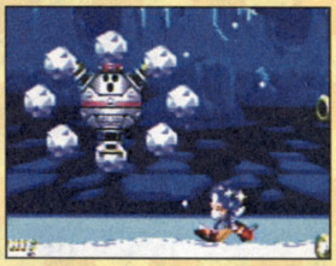
Be a Swinger

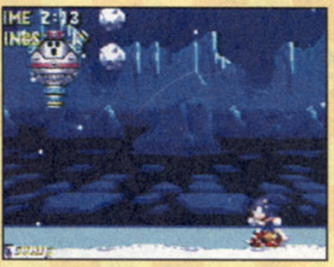

SCORE 13580
TIME 0:34
0

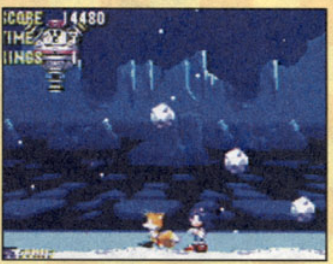

SCORE 13580
TIME 0:37
RINGS 0

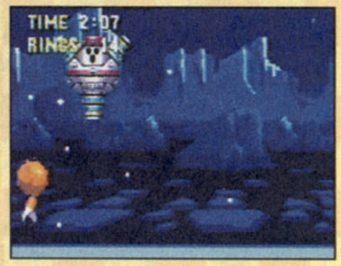
To make these platforms swing, Spin-Dash onto them.

Put Robotnik on Ice

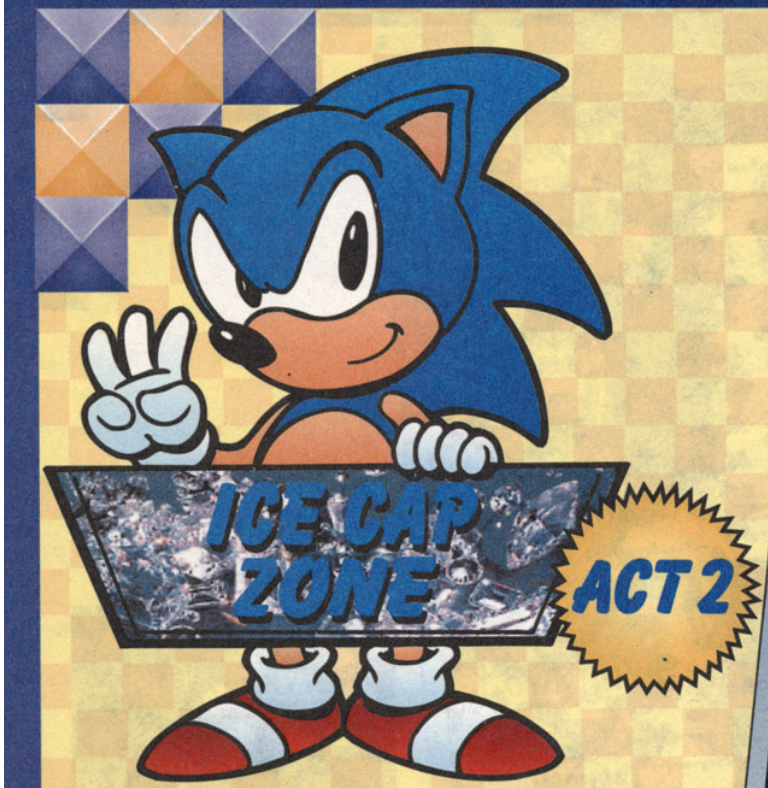



TIME 2:03
RINGS


SCORE 14480
TIME
RINGS

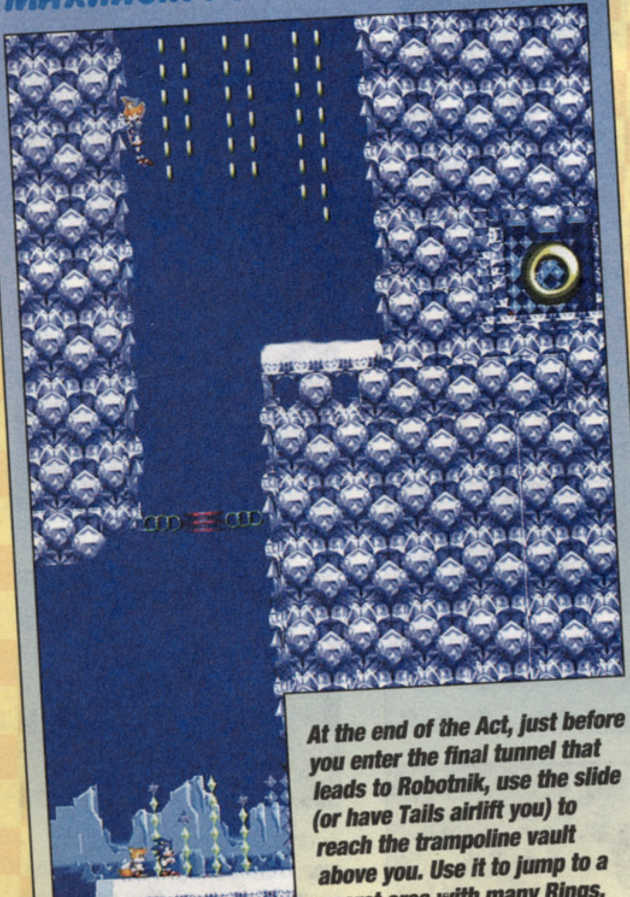

TIME 2:07
RINGS

To defeat Robotnik's snowball incarnation, dodge him while the snowballs are rotating around his craft. Then, after the snowballs fly off, jump and bonk the ship as many times as you can, and prepare to dodge the falling snowballs. Repeat this procedure until Robotnik's done for.



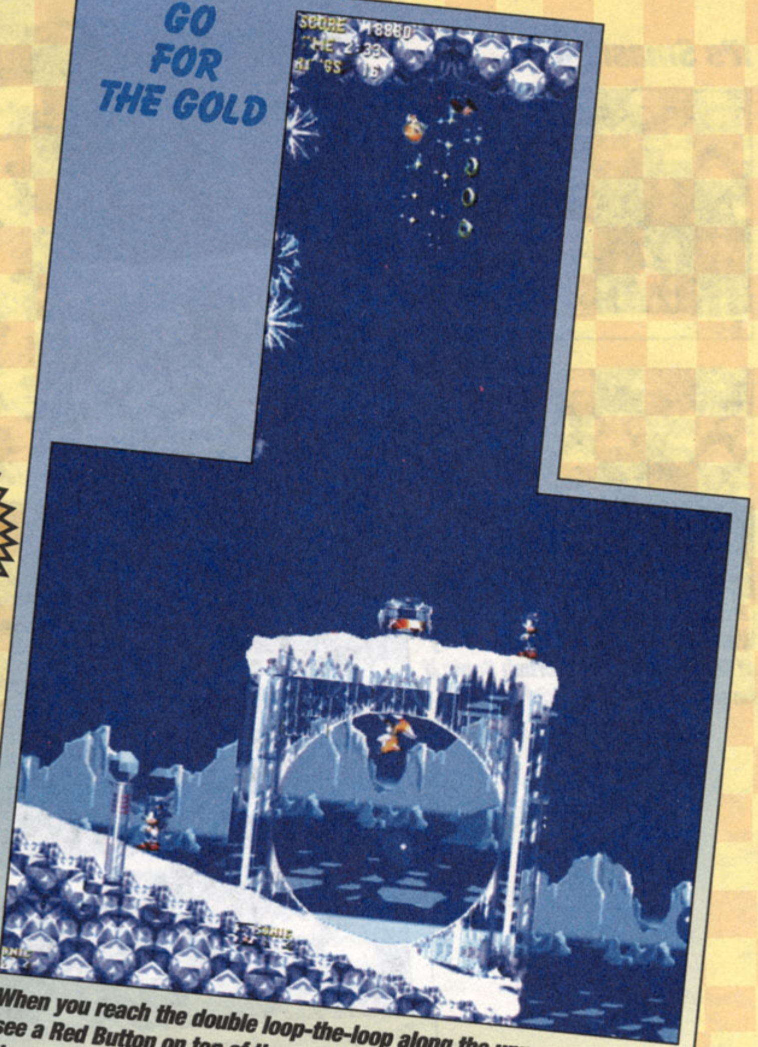
ICE CAP ZONE ACT 2

MAXIMUM POWER-UP



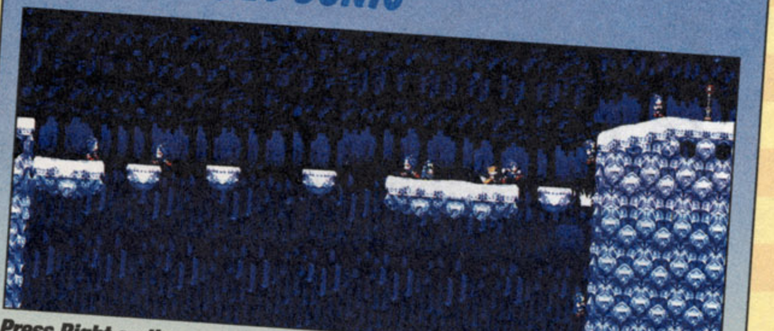
At the end of the Act, just before you enter the final tunnel that leads to Robotnik, use the slide (or have Tails airlift you) to reach the trampoline vault above you. Use it to jump to a secret area with many Rings. Jump off to the right in this area to enter a Special Stage Ring room.

GO FOR THE GOLD



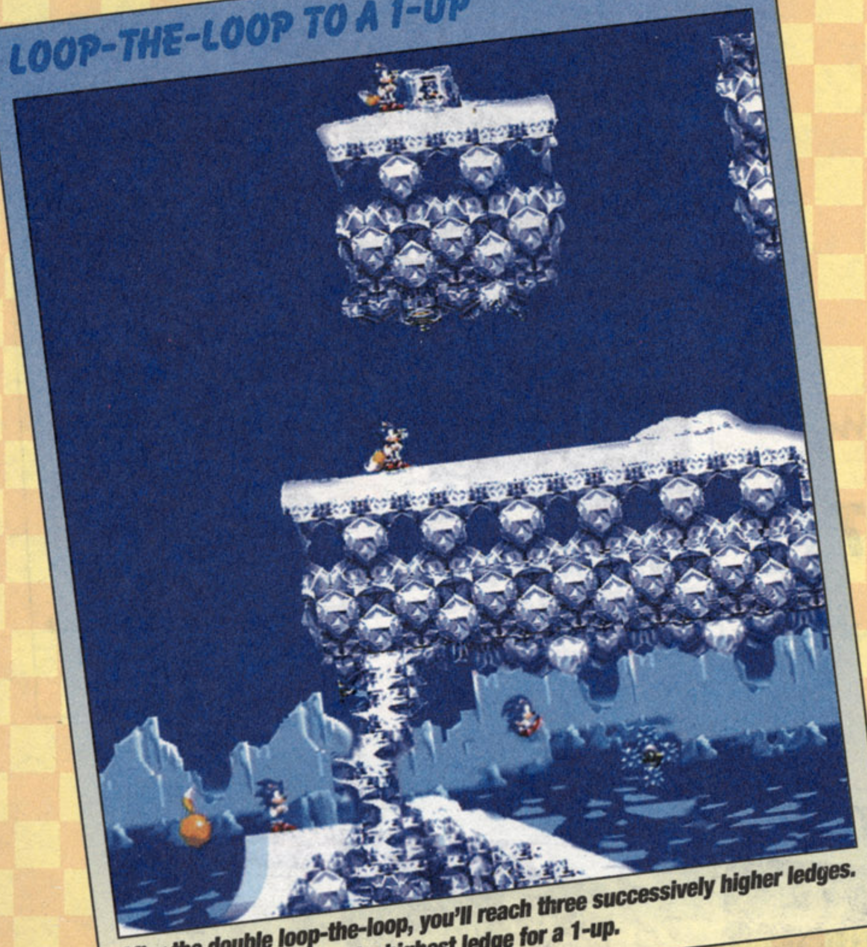
When you reach the double loop-the-loop along the upper route, you'll see a Red Button on top of the second loop. Have Tails airlift you to the button, then vault off it to reach tons of Rings.

FREEZE-DRIED SONIC



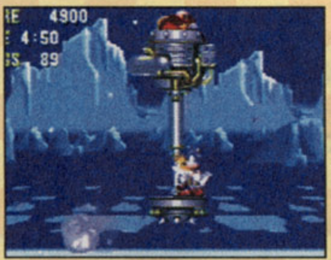
Press Right on the control pad as you leap off the final ice floe in the underwater area. If you miss the jump to the higher ledge, you'll ricochet off a hidden red button underneath the water to safety. Otherwise, it's instant death in the icy waters.

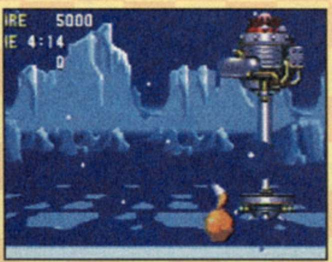
LOOP-THE-LOOP TO A 1-UP

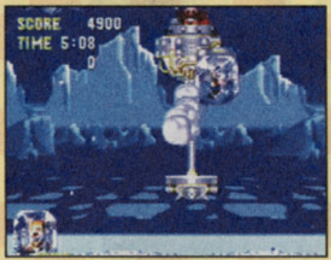


After the double loop-the-loop, you'll reach three successively higher ledges. Have Tails airlift you to the highest ledge for a 1-up.

Put Robotnik on Ice, Part Deux

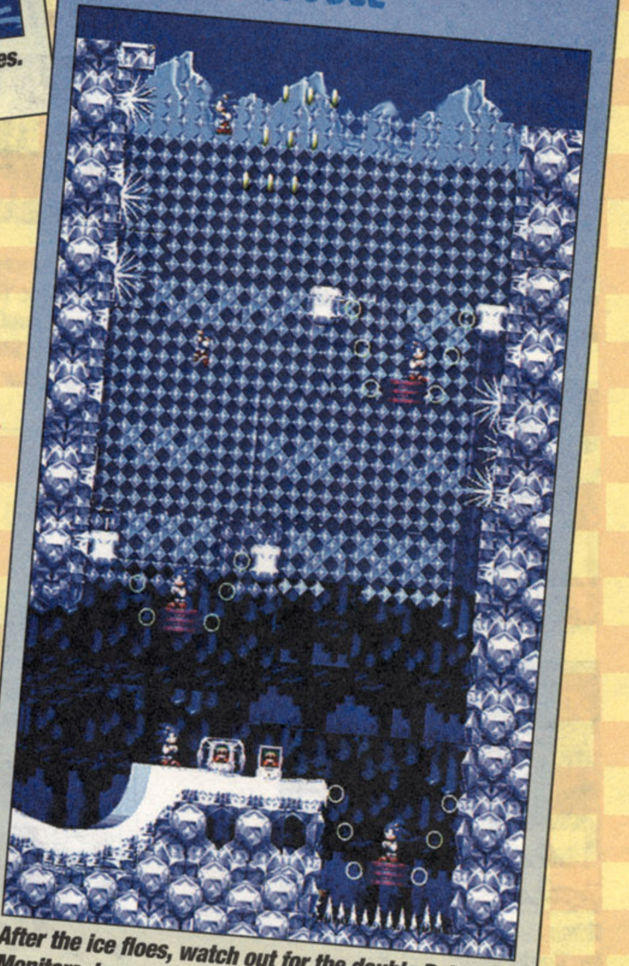






Put Doctor Robotnik on ice in seconds at the end of this Zone. His craft will lower a platform, and it'll begin shooting jets of spray that freeze Sonic or Tails. Dodge the spray, leap onto the platform, and Super Spin Attack Robotnik from below. Leap off, and repeat this procedure until Robotnik's a goner.

DOUBLE TROUBLE

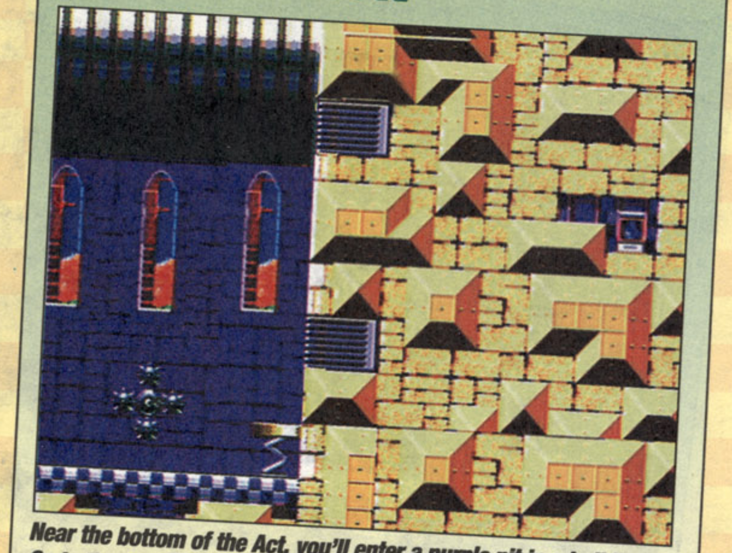


After the ice floes, watch out for the double Robotnik Monitors. Leap over them and use the purple trampolines to vault to tons of Rings, as well as up and out to the upper area of the Act.

LAUNCH BASE ZONE

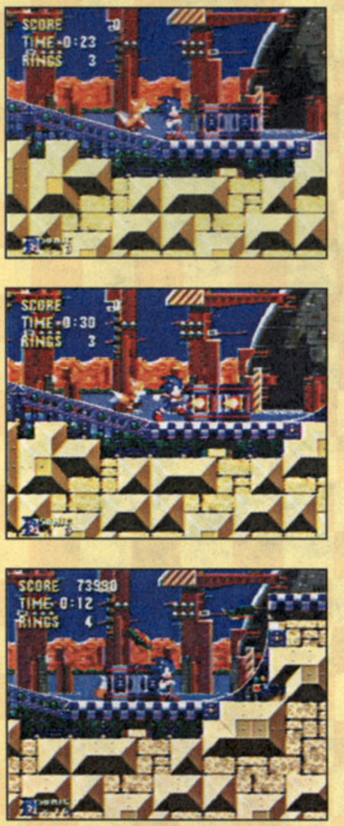
ACT 1

BURST YOUR BUBBLE



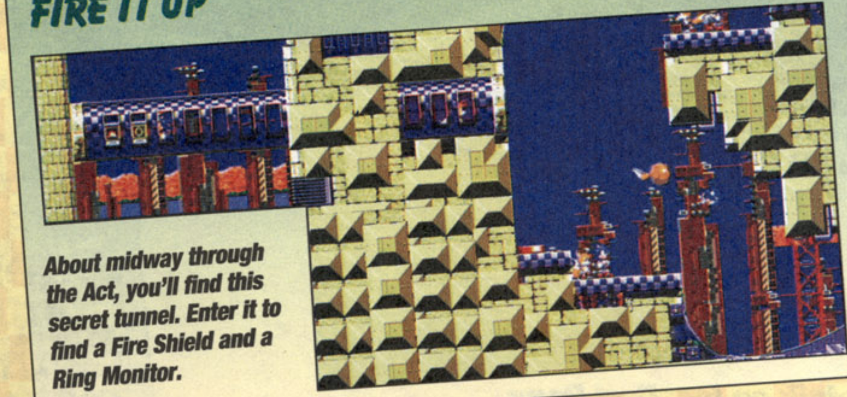
Near the bottom of the Act, you'll enter a purple pit in a building. Go to the right of the pit, use the button to leap up, then use the second button to leap up again, holding down Right on your control pad. You'll enter a secret tunnel with a Bubble Shield inside. This Shield comes in handy in Act 2.

Don't Be a Square



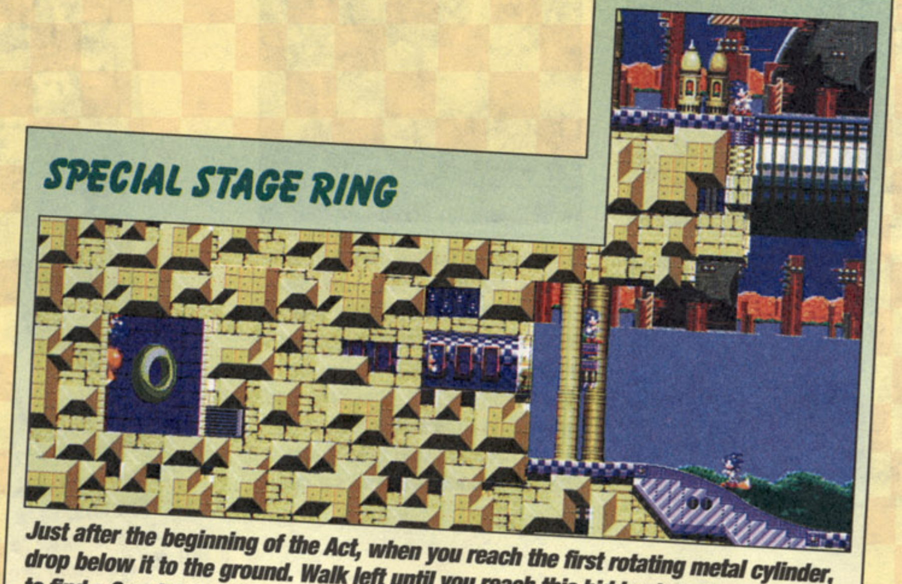
When Sonic reaches these warning lights, watch out. If you jump over them, you face only one of Robotnik's enemy planes. If you hit the warning lights, you face two or three planes.

FIRE IT UP



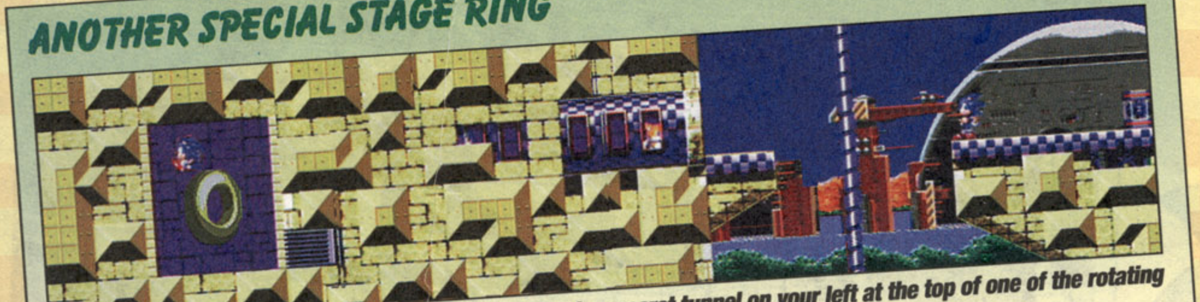
About midway through the Act, you'll find this secret tunnel. Enter it to find a Fire Shield and a Ring Monitor.

SPECIAL STAGE RING



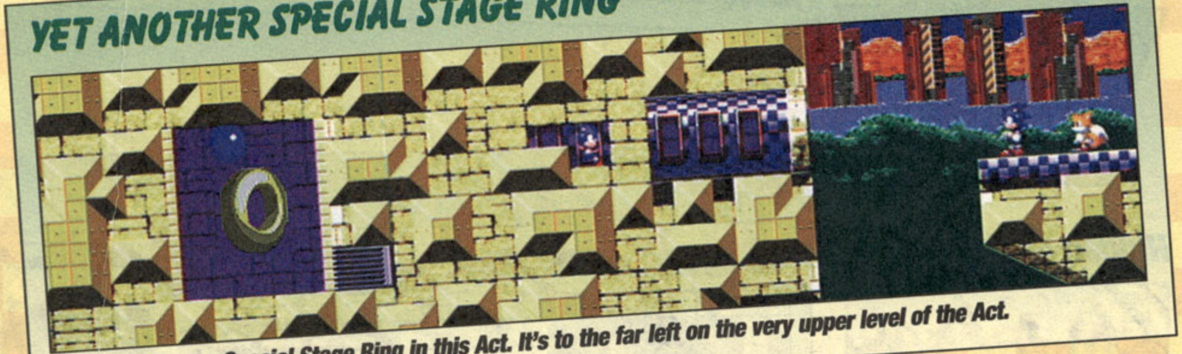
Just after the beginning of the Act, when you reach the first rotating metal cylinder, drop below it to the ground. Walk left until you reach this hidden tunnel. Jump inside to find a Special Stage Ring.

ANOTHER SPECIAL STAGE RING



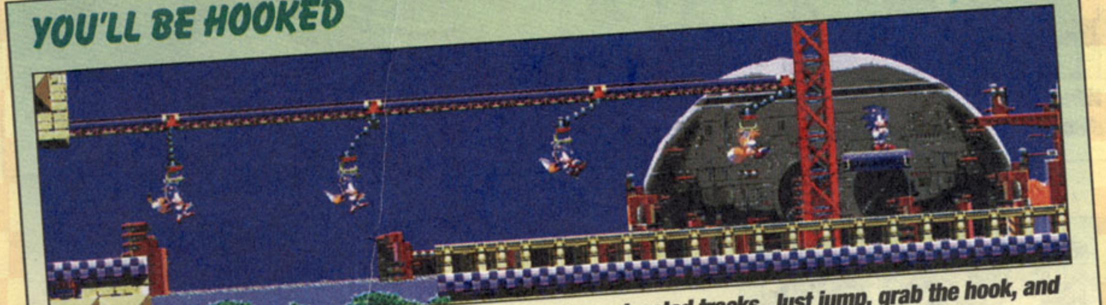
Midway through the Act, head up and to the left. There's a secret tunnel on your left at the top of one of the rotating elevator platforms. Leap inside to find a Special Stage Ring.

YET ANOTHER SPECIAL STAGE RING



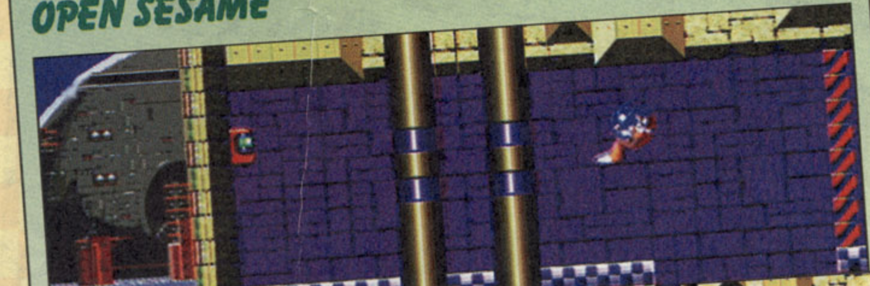
There's one more Special Stage Ring in this Act. It's to the far left on the very upper level of the Act.

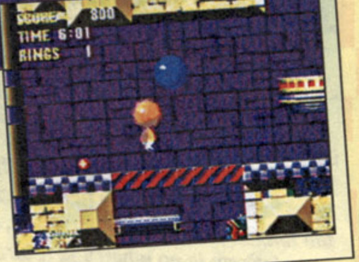
YOU'LL BE HOOKED



Sonic can use these hooks to zoom through the sky along elevated tracks. Just jump, grab the hook, and hang on for the ride.

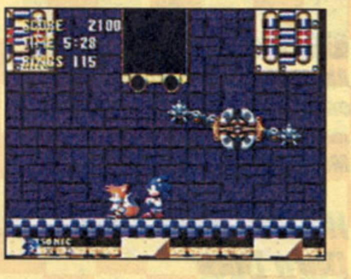
OPEN SESAME

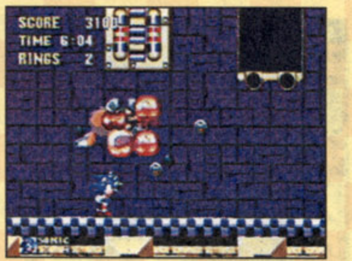




In this Zone, Sonic often encounters these red platforms with green stripes. They usually block his passage or wall off a secret area. To move the platform, search for a nearby red-and-green wall monitor. When you find it, destroy it. The platform will move, and you're ready to roll.

Ivo-Lution

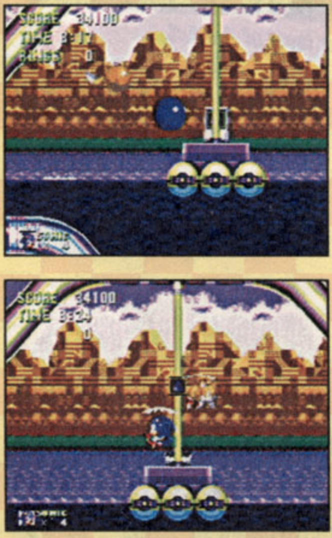




Robotnik flees the scene, but he leaves behind a gear-swinging boss that's easy to beat. Just wait until the gears stop rotating, then jump and Spin Attack the creature. Knock off both its arms, and attack one final time to turn this boss into a pile of nuts and bolts.

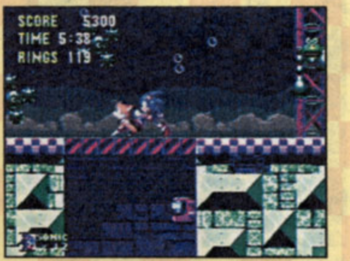
LAUNCH BASE ZONE
ACT 2

Hidden Surprises



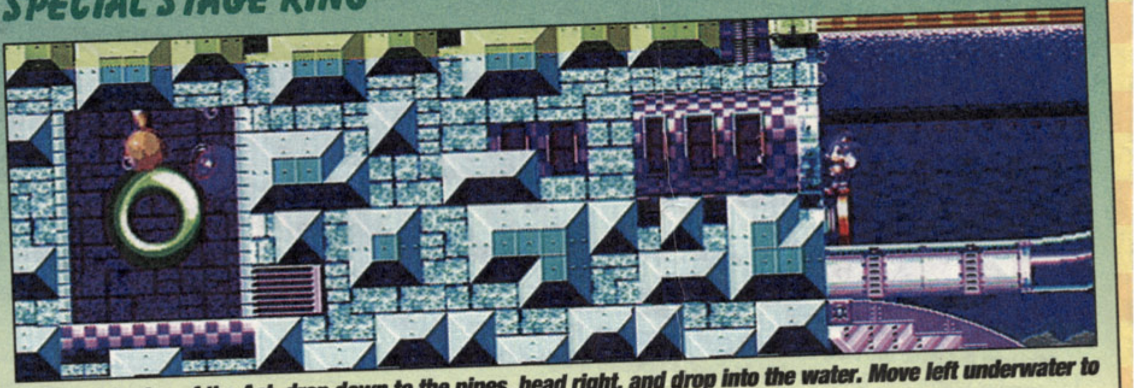
Always check behind the pillars on these floating pontoon-like platforms. They often have power-up Monitors hidden behind them.

How to Open that Darn Door



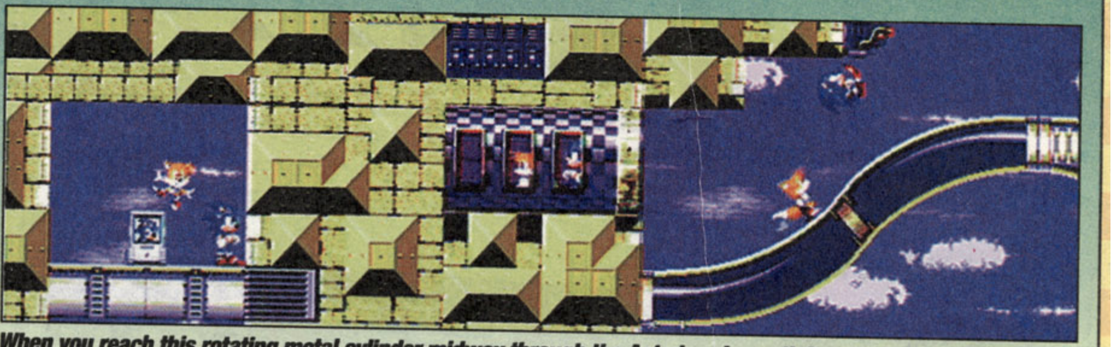
Near the end of this Act is a strange metal door that's seemingly impossible to open and a red platform. Don't knock yourself out trying to get inside. The word is that the programmers were planning to add another route through this Act, but didn't!

SPECIAL STAGE RING



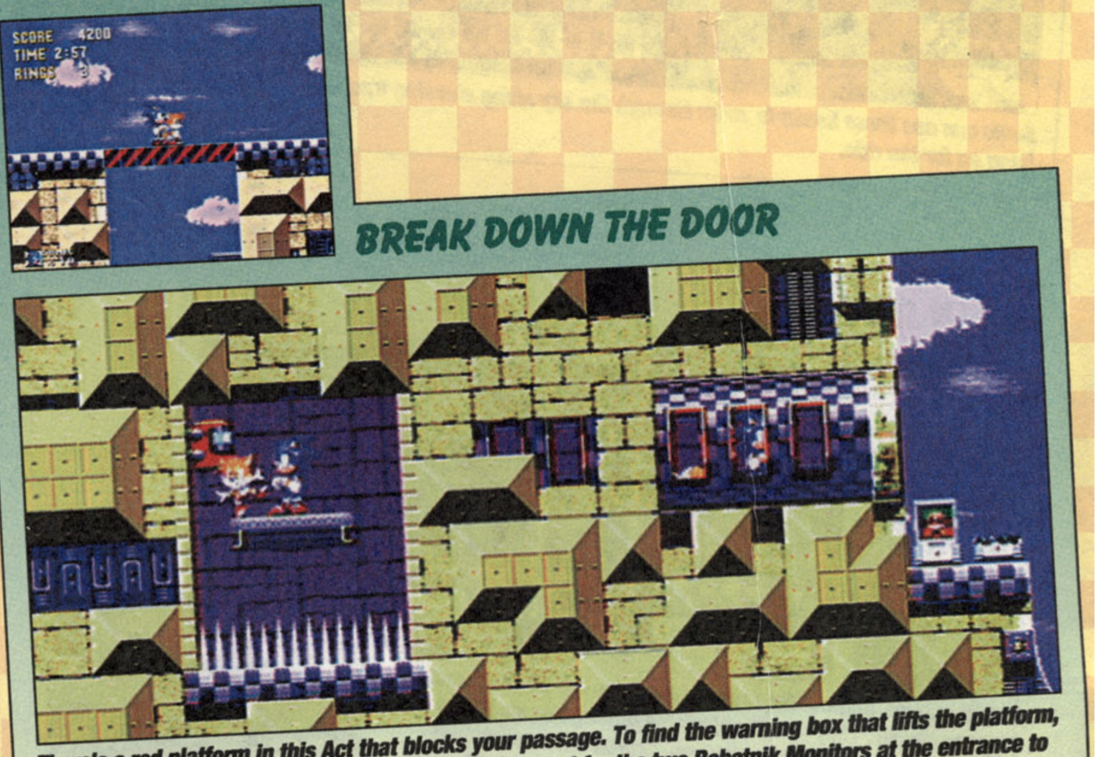
At the beginning of the Act, drop down to the pipes, head right, and drop into the water. Move left underwater to locate a secret tunnel. Inside, you'll find a Special Stage Ring.

1-UP



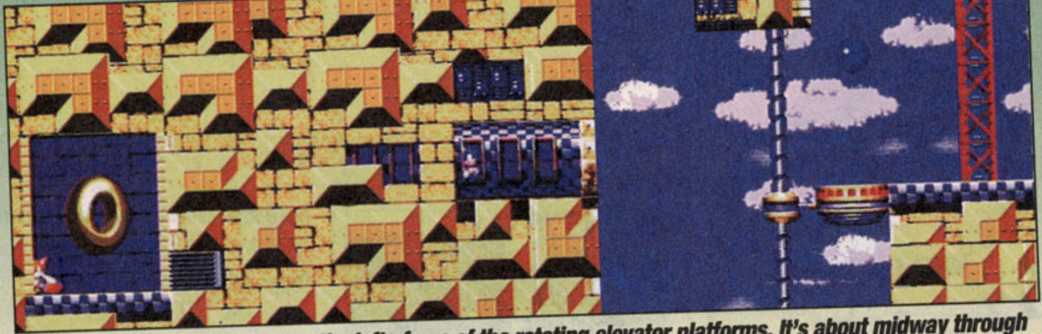
When you reach this rotating metal cylinder midway through the Act, drop beneath it and head to the left. You'll discover a hidden tunnel that leads to a secret room with a 1-up inside.

BREAK DOWN THE DOOR



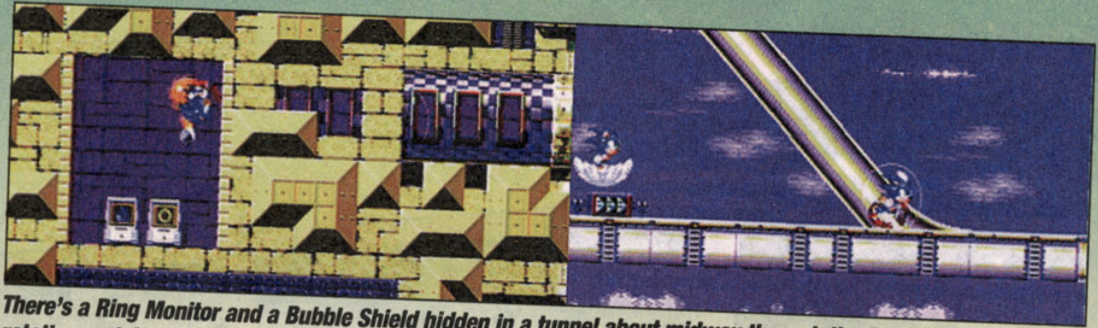
There's a red platform in this Act that blocks your passage. To find the warning box that lifts the platform, head to the left until you find a secret tunnel. Watch out for the two Robotnik Monitors at the entrance to the tunnel. Jump inside, head left, ride the platform safely across the spikes, and destroy the warning box. The platform is up when you return to it.

ONE MORE SPECIAL STAGE RING



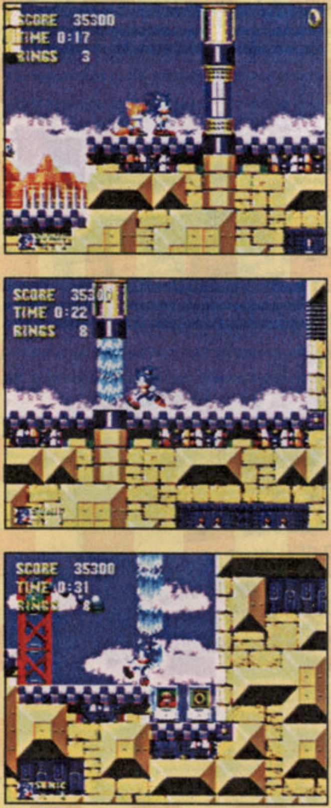
Search for this hidden tunnel to the left of one of the rotating elevator platforms. It's about midway through the Act. There's a Special Stage Ring inside.

MORE POWER-UPS



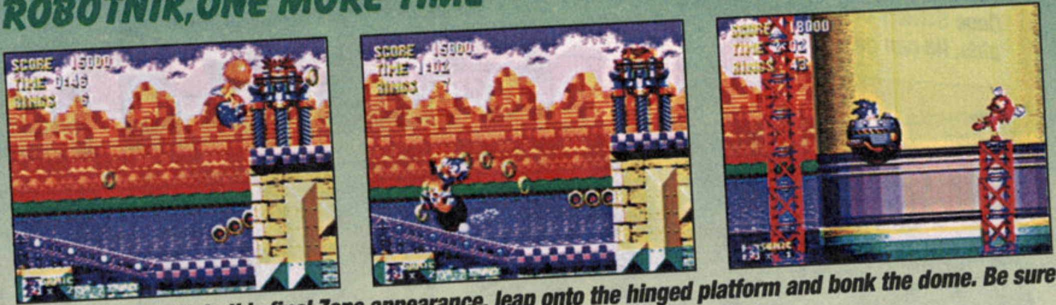
There's a Ring Monitor and a Bubble Shield hidden in a tunnel about midway through the Act. It's just past a rotating metal cylinder, to the left at the bottom of a series of pipes.

Splash Down



There are two enclosed pipe loops in this Act. If you bust through the loop into the center, the water gushes out of the pipe. Sonic can ride the water stream to a different area of the Act.

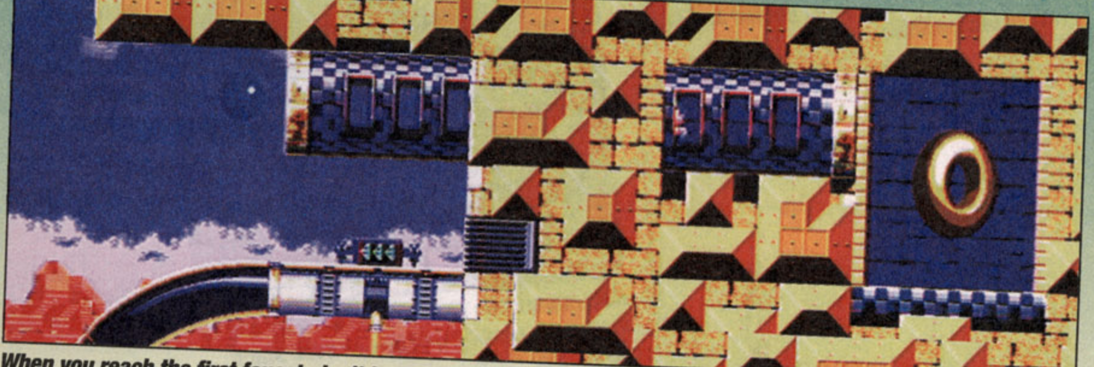
ROBOTNIK, ONE MORE TIME



To defeat Robotnik in this final Zone appearance, leap onto the hinged platform and bonk the dome. Be sure to dodge the cannonball that flies out from the wall.

When you've finished with Robotnik here, Sonic flies off to the final battle with the Doc. Along the way, Knuckles gets his comeuppance!

YET ANOTHER SPECIAL STAGE RING



When you reach the first faucet, don't break through it, but have Tails airlift you above it. When you're on top of the faucet, head to the right and leap up to a hidden tunnel with a Special Stage Ring inside.

SUPER SECRETS

GAME GENIE CODES

SCORE 5400
TIME 6:21
RINGS 1

Here are a few Game Genie codes to give Sonic 3 some variety:

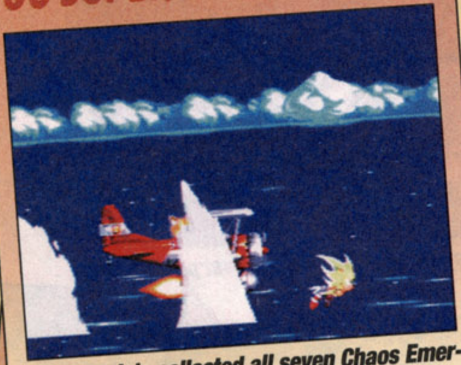
Rings worth five:
SCGT-DYYL

Get three 1-ups for each 100 Rings:
HCGT-DNZY

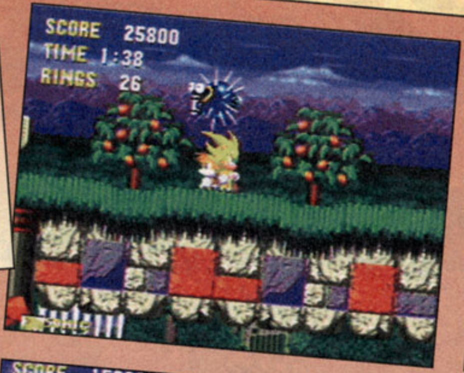
Shield activated multiple times:
ACAT-CAB6

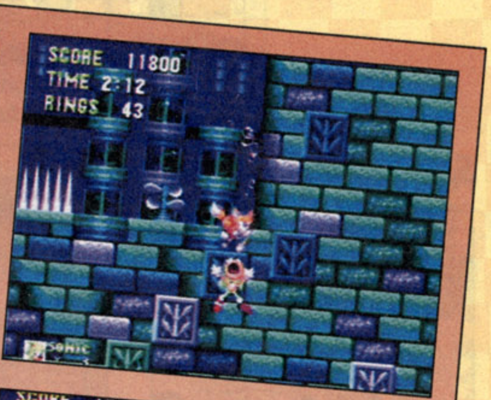
Invulnerability lasts twice as long:
986A-CAB6

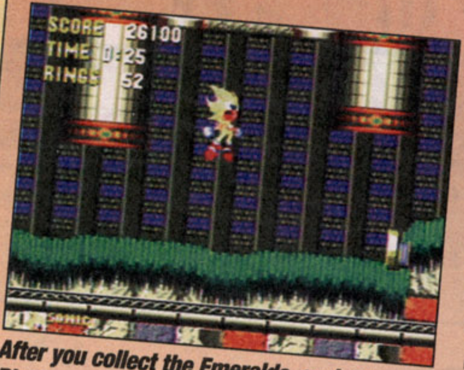
GO SUPER SONIC



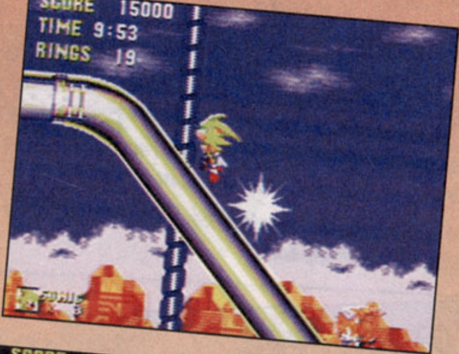
Once Sonic's collected all seven Chaos Emeralds, he can go Super Sonic.

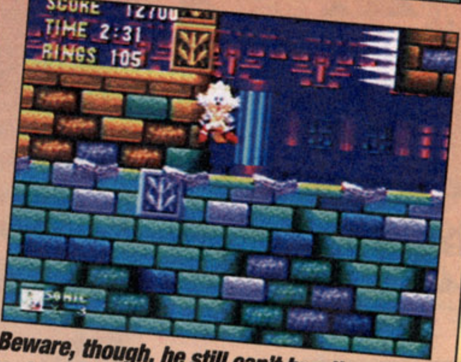

SCORE 25800
TIME 1:38
RINGS 26


SCORE 11800
TIME 2:12
RINGS 43

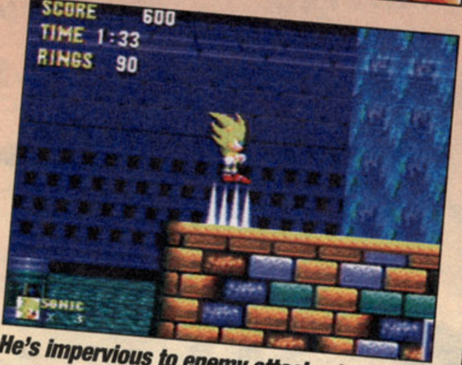

SCORE 26100
TIME 0:25
RINGS 52

After you collect the Emeralds, grab 50 Rings, and then – when you don't have a Shield or an Invincibility power-up – rapidly tap any button. Sonic turns golden and is nearly unstoppable.


SCORE 15000
TIME 9:53
RINGS 19

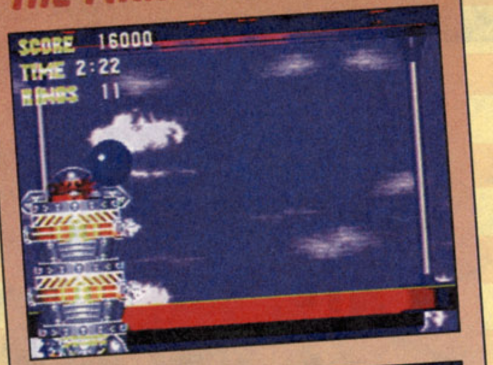

SCORE 12700
TIME 2:31
RINGS 105

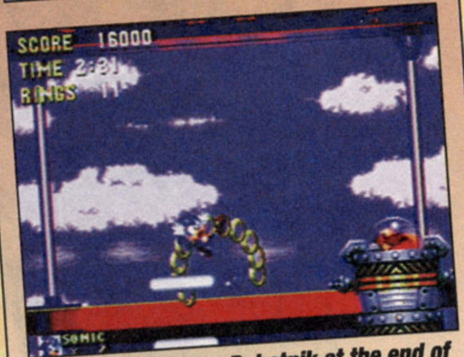
Beware, though, he still can't breathe underwater and can be crushed by moving platforms. Sonic stays Super Sonic until his Rings count down to zero. You can become Super Sonic again and again.


SCORE 600
TIME 1:33
RINGS 90

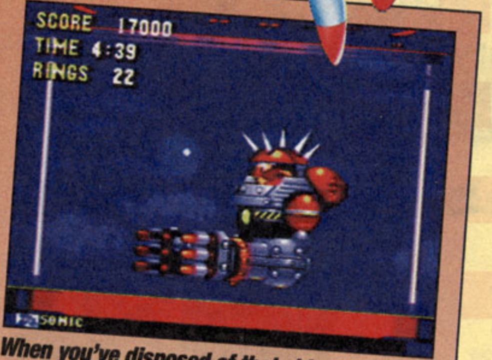
He's impervious to enemy attacks, he can move very rapidly, and he can even stand on spikes.

THE FINAL BATTLE

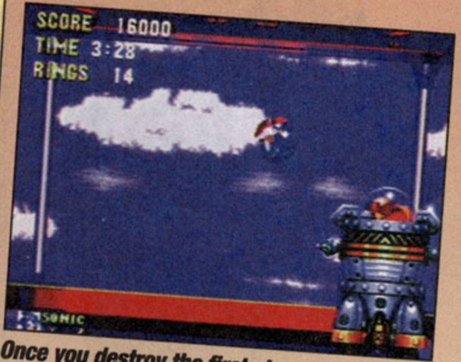

SCORE 16000
TIME 2:22
RINGS 11


SCORE 16000
TIME 2:31
RINGS 11
SONIC

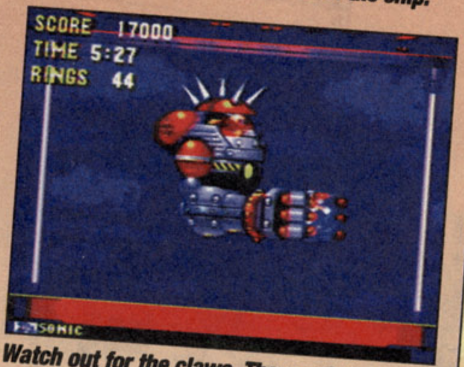
Once you've beaten Robotnik at the end of the Launch Base Zone, you must defeat him in his large rocket ship. When he appears as a giant rocket, Super Spin Attack the dome four times. Watch out for the lasers and the rotating satellite.


SCORE 17000
TIME 4:39
RINGS 22
SONIC

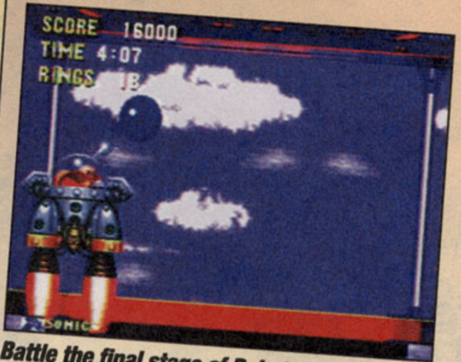
When you've disposed of that ship, Robotnik climbs aboard a strange, spiked rocket. Leap and Spin Attack the dome area of the ship.


SCORE 16000
TIME 3:28
RINGS 14
SONIC

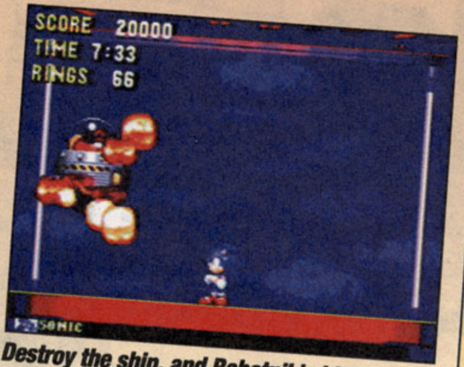
Once you destroy the first stage of the rocket, the rocket transforms into a smaller craft. Fight it with the Super Spin Attack.


SCORE 17000
TIME 5:27
RINGS 44
SONIC

Watch out for the claws. They grab Sonic and smash him into the ground.

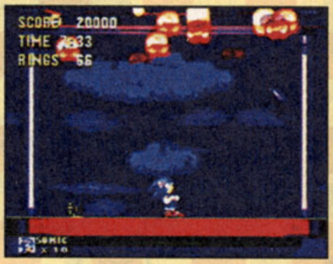

SCORE 16000
TIME 4:07
RINGS 18
SONIC

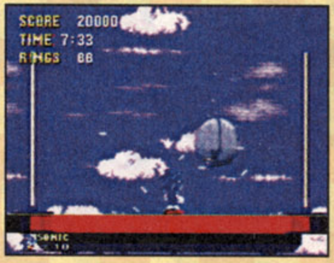
Battle the final stage of Robotnik's fighting ship the same way.

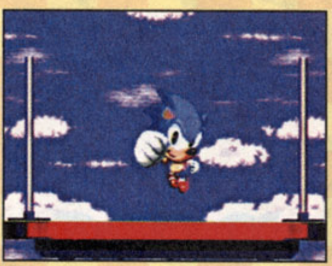

SCORE 20000
TIME 7:33
RINGS 66
SONIC

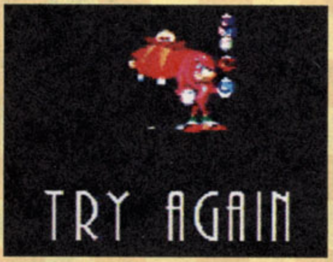
Destroy the ship, and Robotnik's history... until the next time.

The End


SCORE 20000
TIME 7:33
RINGS 66
SONIC


SCORE 20000
TIME 7:33
RINGS 88
SONIC

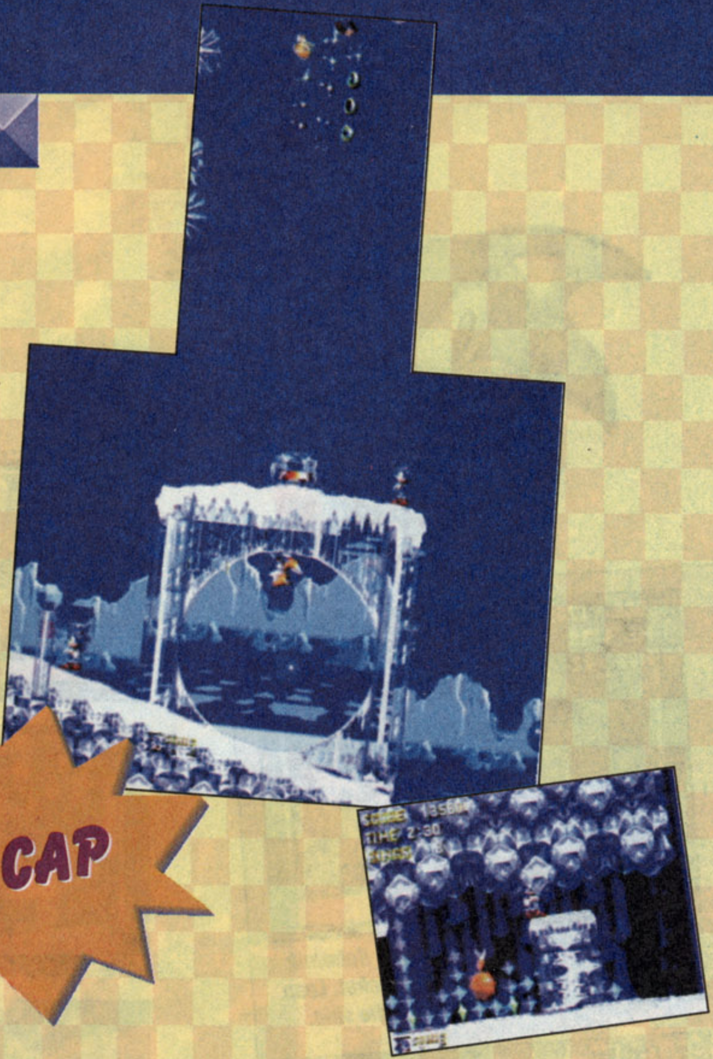




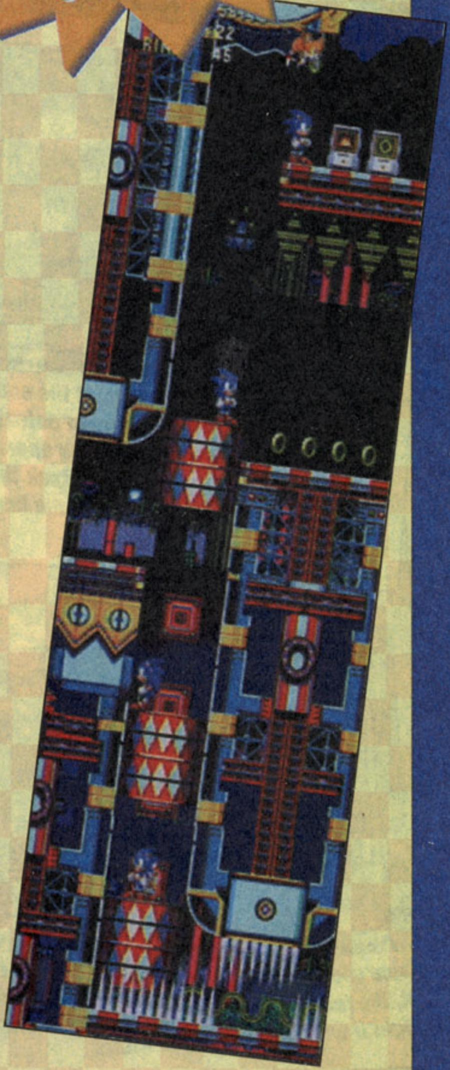
When Robotnik is destroyed, Sonic gets to watch as the evil vessel blows sky-high. Enjoy the scenery, but this ending's not nearly long enough.

You can use your saved game to view the credits anytime you like. Zzzzzz....

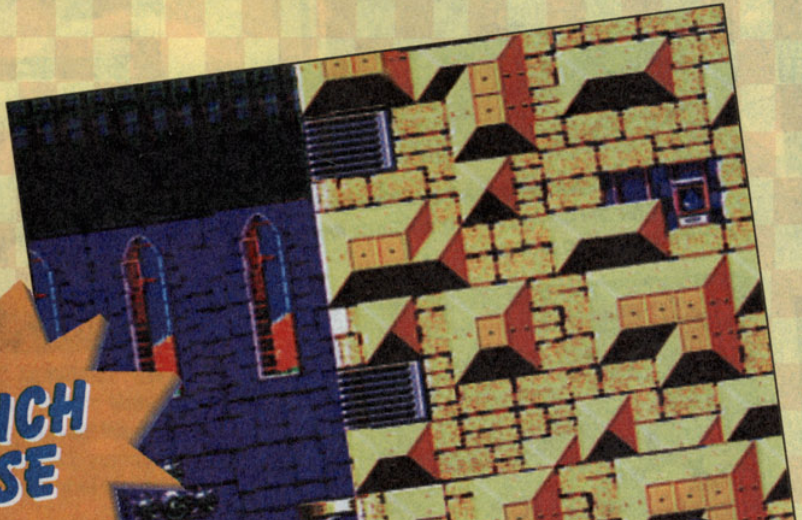
ICE CAP

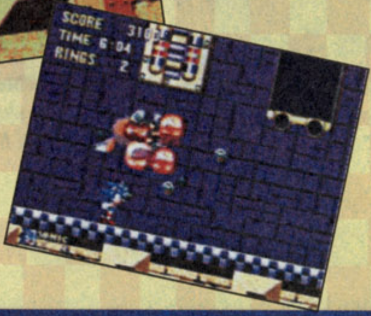

SCORE 13500
TIME 2:30
RINGS

CARNIVAL NIGHT



LAUNCH BASE




SCORE 310
TIME 6:04
RINGS 2

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AUDIO CD GAME

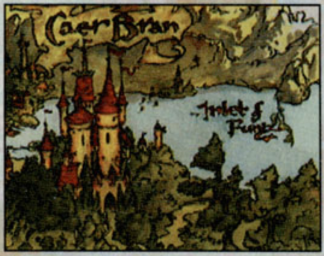
THE HORDE™

By Game Over Man

When you've been raised by cows, you've got something to prove. In The Horde, you play Young Chauncey as he rises above his bovine birthright by cutting down the horrible Hordlings in this top-flight strategy/action game. Maybe 3DO games have something to prove, too.

In a Murderous Mooood

The fanciful quasi-medieval kingdom of Franzpowanki is overrun with voracious red creatures called Hordlings. As Chauncey the serving boy, you used the Heimlich Maneuver to save the king from choking. Now as Sir Chauncey, boy Knight, don't choke against the Horde.



Welcome to Franzpowanki!

3DO Game ProFile

The Horde

(By Crystal Dynamics)

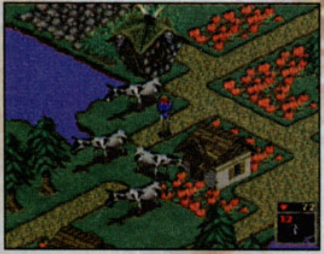
The Horde will chop its way into your game-playing heart. It spreads great strategy, mean broadsword-swinging action, nasty monsters, and humor across 100 stages.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$59.95
CD
Available now
Action/strategy
1 player

100 stages
¾-overhead view
Multi-scrolling
Save feature

Rumor has it that the High Chancellor has dark ties to the Horde!



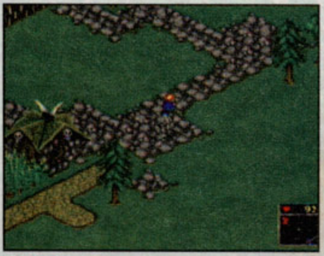
PROTIP: Cows really bring in the moola, if you can protect them.

PROTIP: Since few Hordlings attack when you first arrive at a territory or just after you pay your taxes, you can usually get away with not spending any cash to beef up your defense.

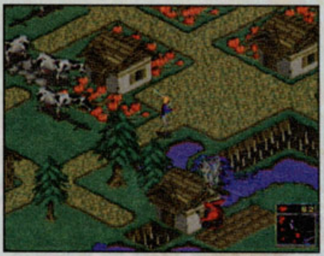
Periodically, FNN News flashes special reports and other useless information on your crystal ball TV set.

The Horde combines tactical planning, resource management, and thumb-numbing hack-n-slashing. You receive a parcel of land which you must develop over several seasons by attracting villagers, nurturing crops, and raising cows. These resources produce cash, which you use to improve the village. The game covers five villages and a whopping 100 stages!

Standing in your way to fortune and glory is the Horde. Hordlings have insatiable appetites, and they eat almost anything in sight – crops, cows, houses, and especially people. There are eight types of Hordlings, including toothy Piranha Hordlings and huge Juggernaut Hordlings.



PROTIP: Chauncey runs slowly across certain terrain, such as rocks, but he books down the stone paths.



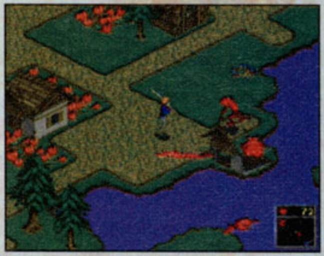
PROTIP: Since Forest Hordlings can become temporarily invisible, use the Horde radar to find them, or swing Grimthwacker at their last visible location.

Your primary weapon is your mighty sword, Grimthwacker. Since you're just a little guy, you swing Grimthwacker in a full circle with both hands. If you make three swings too quickly, you become dizzy...and vulnerable.

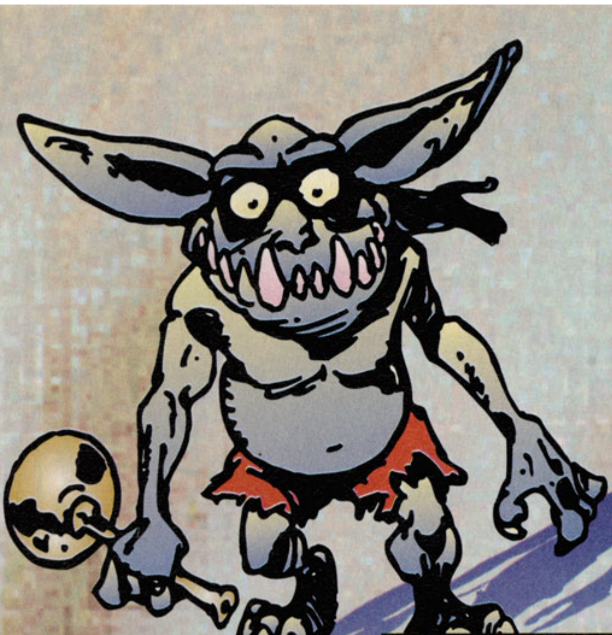
As you build up cash flow, you can buy additional Hordling-destroying goods. Le Bomb and the Flamethrower are effective weapons, but the most important and most expensive resources are Mercenary contracts. With these you can buy CPU-controlled Knights and Archers, and position them throughout the village to automatically hammer Hordlings.

Chauncey Controls

The game's excellent controls put you in complete command. You can make Chauncey cover territory in any direction through terrain that spreads across several screens. The easy-to-read Hordling radar is a key tactical tool, indicating where Hordlings are attacking. A cool, easy-to-access, overhead satellite view enables you to quickly plan your defenses.

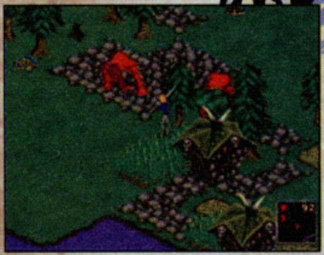


PROTIP: You can save villagers who have been eaten if you can whack the Hordling before it burps.



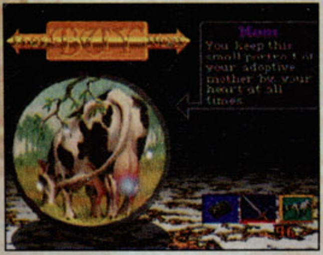
Raised by a kind herd of wild cows, Chauncey is an expert at cow trivia and ancient cowlore.

PROTIP: Stay alert – some Hordlings draw you away from their comrades.



PROTIP: The Juggernaut Hordlings require eight Grimthwacker whacks.

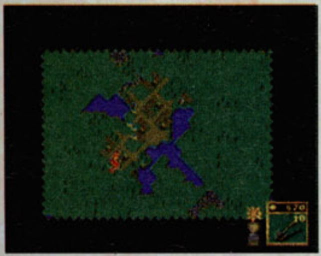
PROTIP: Listen! Gurgling sounds means Hordlings are attacking by water. Low roars mean the Juggernaut Hordlings are about.



Mom

You keep this small portrait of your adoptive mother by your heart at all times.

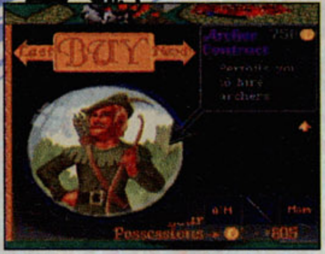
You buy items and save games here. The picture of Mom is yours for free.



You can plan defenses quickly with the overhead view.

PROTIP: Spend your money wisely. You must always have enough to pay taxes and to pay for mercenaries and special items.

PROTIP: Hordlings like to attack by crossing water.

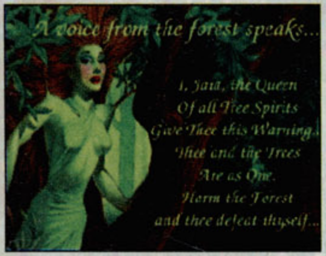


Archer Contract 750

Permits you to hire archers

PROTIP: Archers are the best mercenaries because they automatically launch arrows in a 360-degree radius.

PROTIP: Watch for Desert Hordlings, who unexpectedly pop their heads out of the ground before an attack.

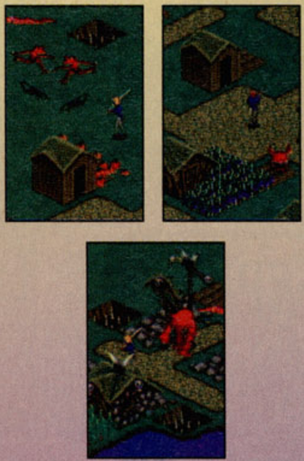


A voice from the forest speaks...

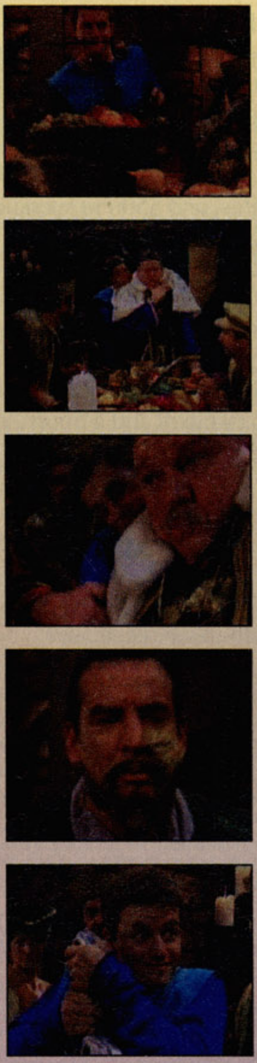
I, Jaia, the Queen
Of all Tree Spirits
Give Thee this Warning.
Thee and the Trees
Are as One.
Harm the Forest
and thee defeat thyself...

Tree Spirits! Don't cut trees!

Hordlings!



Chauncey to the Rescue!



Chauncey (Kirk Cameron) uses the Heimlich Maneuver to save the King...much to the evil High Chancellor's dismay.

PROTIP: Hordlings tend to make their attacks from one direction. However, they change directions if they find your defenses are too tough.

Monster Sights and Sounds

You can really sink your teeth into The Horde's 3DO graphics and sounds. The story line sequences are nicely done full-motion video clips starring real actors in full feudal regalia. Kirk Cameron, formerly "Mike Seaver" of TV's *Growing Pains*, stars as Chauncey, but Kirk's not the game's only TV connection. Periodically, the Hordings break into the on-screen action with their own pirate propaganda TV. These outrageous "infomercials" use excellently animated computer graphics to tout such potentially lethal but funny fare as the Adopt-a-Hordling Program (for unwary humans only).

During the fighting/village-building sequences, the game switches to cool sprite animation. The Hordlings move with exquisite action, bouncing, trotting, and lumbering fluidly. Look closely for screwball details like the dizzy cows.

Tune in to the game sounds, because the excellent effects are the stars of the audio show. Archers and Knights voice reassuring encouragement (in terrible but hilarious French accents). Listen to Hordlings munching and cows mooing for help, and soon you'll know exactly what's going on even if you can't see it happening.

To Horde or Not To Horde

This imaginative game tries to do something different, and it works. The brain-to-thumb action will keep your head in the game. The Horde deserves a top spot in the 3DO herd. Remember, you Horde it here first. G

BARKLEY
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STREETBALL
WORLD CHAMPIONSHIP CONTEST

[He is definitely NOT
a role model!]

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SUPER NINTENDO

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AVAILABLE IN BOTH SEGA GENESIS AND SNES

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Instructions for entering the game: Send in the completed entry blank below to BARKLEY SHUT UP AND JAM! Streetball Contest, GamePro, P.O. Box 5959, San Mateo, CA 94404. If a minor is selected as Grand Prize winner, he or she must be accompanied to Dallas by a legal guardian.

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SHUT UP AND JAM!
Streetball World Championship Contest Entry Form

name ____________________

address ____________________

city/state/zip ____________________

age __________ **phone** ____________________

SPORT ACCOLADE™

Contest Rules: 1) No purchase necessary to win. Only one entry per person. Winner does not need to be present to win. The Grand Prize winner if a minor, must be accompanied by a legal guardian on the trip. 2) By entering this contest, each contestant agrees to abide by the rules and regulations printed on this card and applicable to the state in which they win. 3) Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. The prize selection decision of the judges is final. 4) All winning entries must be received no later than 6/30/94, and the winners will be notified by 7/31/94. 5) The prizes are: A) 1 Grand Prize trip for two to the Streetball Championship in Dallas, TX. Retail value approximately $1000. B) 10 SHUT UP AND JAM! hats and controller pads. Retail value $30. C) 25 *GamePro* subscriptions. Retail value $19.97. 6) Accolade reserves the right to substitute prizes if necessary. 7) Odds of winning are based on the number of entries received. 8) To enter contest, completely and legibly fill out entry blank, or write information on a 3" x 5" card and mail to: BARKLEY SHUT UP AND JAM! Streetball Contest, GamePro, P.O. Box 5959, San Mateo, CA 94404. **For complete rules please send a SASE to Barkley Contest Rules, PO Box 1946, Cupertino, CA 95015-1946.**

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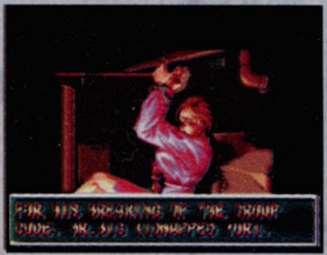
ART OF FIGHTING 2

By Spinning Lancer

Good news for the few who enjoyed Art of Fighting, and those who were let down, but saw lots of potential. SNK's sequel has arrived and, while it doesn't quite top its stiffest fighting competition, it doubles the excitement of its predecessor. With 12 characters to select from in both the one- and two-player modes, the game has lots more to offer than before.

Twice the Art

The cliffhanger plot from the first Art of Fighting is continued in this sequel. Just as Ryo is about to finish Mr. Karate, his sister Yuri begs him not to do so. Once the mask is removed from Mr. Karate, the stunning truth is revealed: Mr. Karate is Ryo and Yuri's father, Takuma, who was set up to fight his own son by Mr. Big.



Ryo was tricked into fighting his father.

Neo•Geo Game ProFile

Art of Fighting 2
(By SNK)

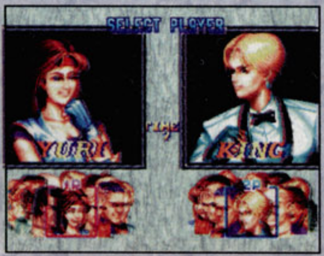
Although lacking in a fully developed combo system, AOF 2 is a big improvement, with amazing graphics and sound, solid technique, and characters with personality.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	INT. Intermediate

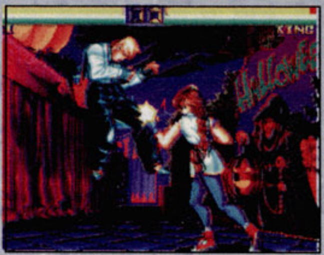
$239
180 megs
Available now
Head-to-head fighting
2 players

12 characters
Side view
Zoom-in feature
Memory-card save

After Ryo's victory, most of Mr. Big's South-Town Syndicate members become free agents. This allows you to choose your favorite fighter and enjoy the story line in the one-player mode. In the original, you could play only as Ryo or Robert.



There are 12 great characters to play as in both one- and two-player modes.

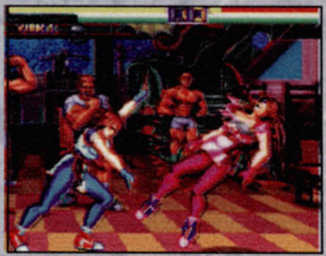


PROTIP: Use Yuri's crouching Strong Punch to uppercut enemies and keep them out when they jump in.

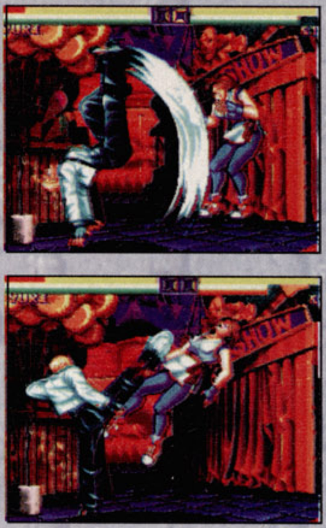
AOF 2 takes the original's strengths to new heights and improves on most of its weaknesses. The characters are still awesomely big and the screen still zooms in and out, but now the scaling is less choppy. The action is at least two times faster than the original!

A combination system has even been added, but the combos are still underdeveloped (many of them are blockable during the sequence). There is also a big limit on juggling the enemy with hits that keep them in the air.

The character control news is mostly good. Characters now have both weak and strong punches and kicks, doubling your arsenal of basic attacks. What's more, it's now possible to actually counter an opponent's move. And, if you're tired of being thrown in other fighting titles, now you can safely land after a throw. This makes throwing less cheap.

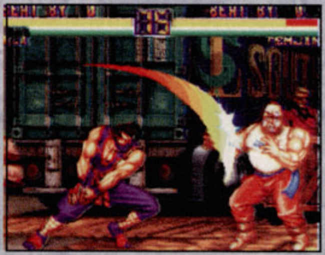


If the enemy is defeated by a special technique on the final hit of a match, you'll see their special animation as they fall! It's always worth a few extra style points to perform this special technique.



PROTIP: When an enemy jumps in, use King's Trap Shot to suck them in for an auto kick combo!

The only letdown in the controls is the two-button World Heroes configuration. SNK could have gone with four attack buttons (dual-button presses accommodating throws and taunts).

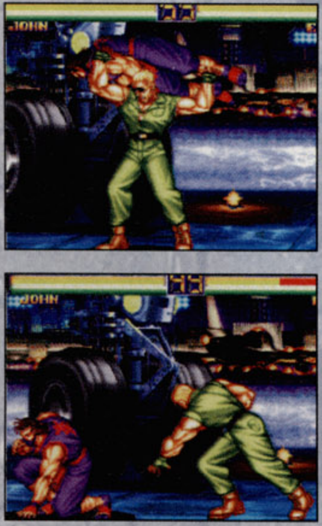


PROTIP: You can use Eiji's Blade rapidly for a combination.

That's the Spirit

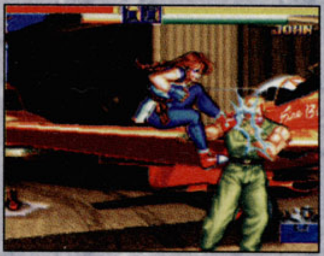
Art of Fighting 2's technique and Spirit system is enhanced, and works very well. Each character has more than four special techniques, most of which require the use of Spirit, the inner power of your character. The Spirit system is well balanced as you can restore your own Spirit, and also take it away from the enemy.

Beyond normal special techniques, such as fireballs and suck-in slaps, every character has two types of death blows that require almost a full Spirit to execute. The regular death blow can be used any time, while the super death blow can be performed only when your health is very low. Either will remove half of the opponent's health if not blocked correctly.

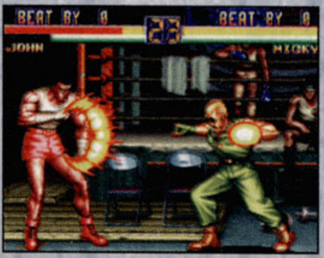


PROTIP: To land safely and take minimum damage from a throw, tap any attack button just before you hit the ground.

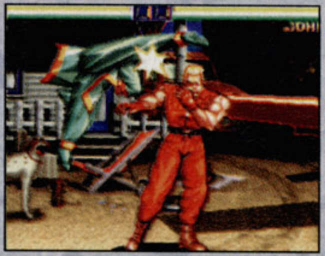
Finally, each character possesses an auto-combo, which is executed as a special technique. These can often be linked onto a normal combo, such as a jumping Strong kick into a standing Weak punch. This often creates a lengthy, though partially blockable, combo attack.



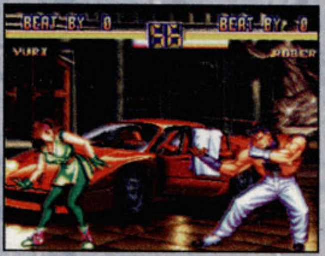
PROTIP: To do Yuri's super death blow when your life bar is flashing, tap Toward, Back, Toward, then immediately swing the joystick for a backward half-circle motion (Down-Toward, Down, Down-Back, and Back), and simultaneously hit B and C.



PROTIP: To do John's super death blow when your life bar is flashing, do a backward half-circle motion (Toward, Down-Toward, Down, Down-Back, Back), immediately do a forward half-circle motion (Down-Back, Down, Down-Toward, Toward), and simultaneously hit A and C.



There are many graphic details, such as losing your shades or mask when you're hit.

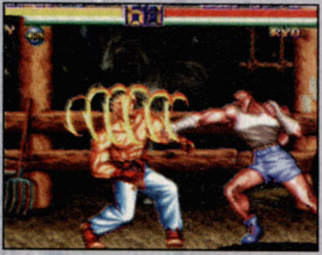


You can remove Spirit from an opponent by tapping the Psyche button to taunt.

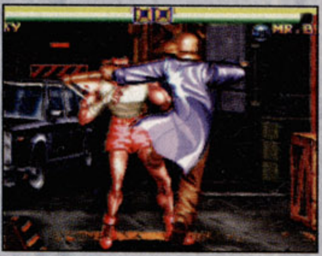
Looks & Sounds Great!

Art of Fighting 2 has to be the most artistic fighting game yet! All 12 characters are nicely animated and have great detail. Every background is a masterpiece, with cool, moody settings, like an airport runway.

Every stage has terrific sound details, such as a horse whinnying when someone gets hit. Unlike most fighting games, every character has a personalized voice for every groan, roar, and taunt. There are also more than 12 super soundtracks with high-quality sampled instruments.



PROTIP: To do Mickey's regular death blow, do two forward half-circle motions and hit A.



PROTIP: Use Mr. Big's Spinning Lancer for three unexpected hits. It can suck in from a surprising range!

Unavoidable Confrontation

AOF 2 plays and feels tons better than its predecessor, but needs a bit more refinement to give it the lasting value of, say, the Street Fighter II games. Still, this game is so rich in graphics and sound, you should give it a test-drive. G

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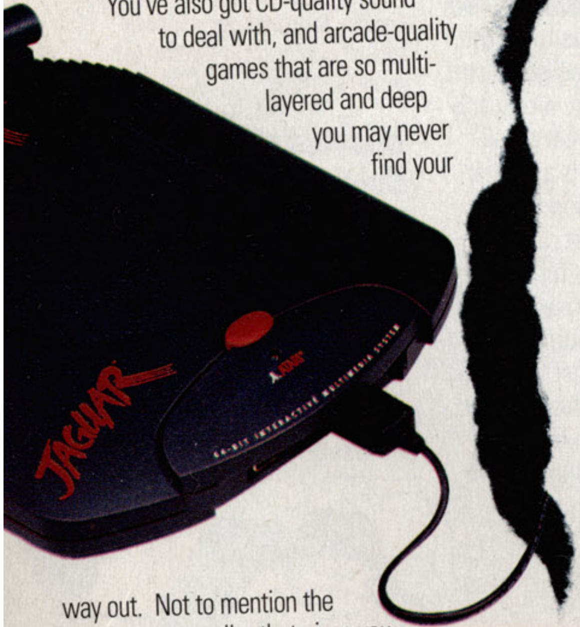
We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.



Jaguar 64-bit. Power. Speed. Control. Sweat.

"Game of the Month"
– Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

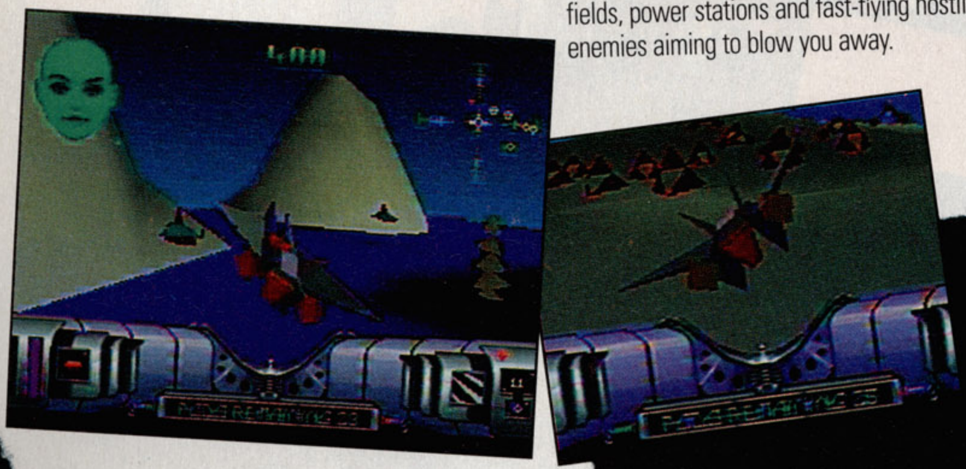
Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.



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EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

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–*Electronic Gaming Monthly*

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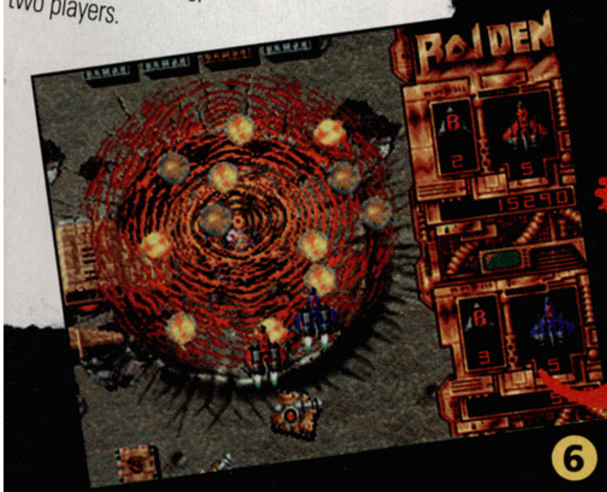
Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.



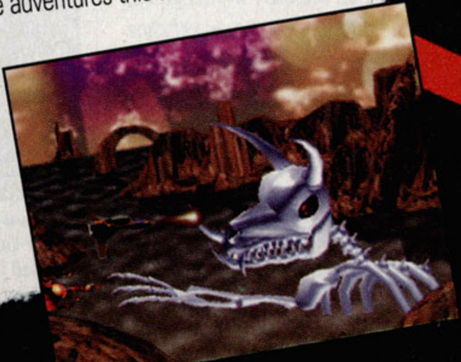
THE NAME IS McFUR. TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



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Football, Basketball,
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The Sports Page

May
1994

BASEBALL BONANZA

Sega Sports' World Series Champ!

World Series Baseball

Genesis

By The King Fisher

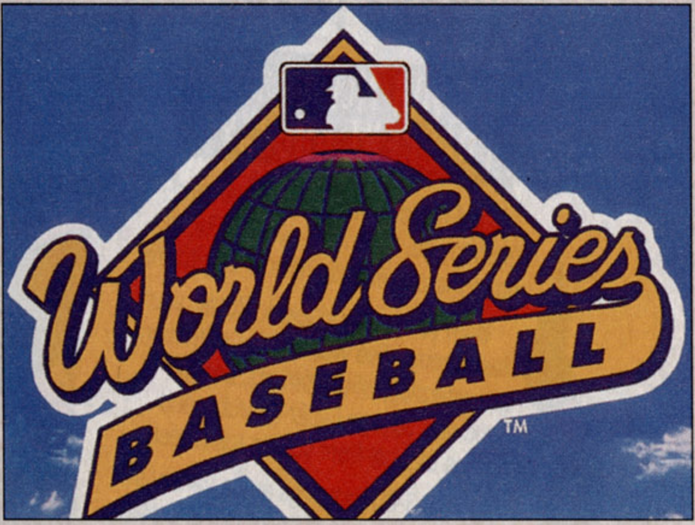
World Series Baseball is without a doubt one of the best Sega Sports titles to date, and it's arguably the best baseball cart ever. Those are some big words, but this is a heavy-hitting game. Sure, baseball is baseball, but playing this game is like playing in the Majors, while most other baseball carts are like playing Pee Wee League. Which would you wanna play?

This cart is full of hot graphics, big-league sounds, hard-hitting action, all your favorite teams and players, and enough stats to excite even the most jaded fanatic.

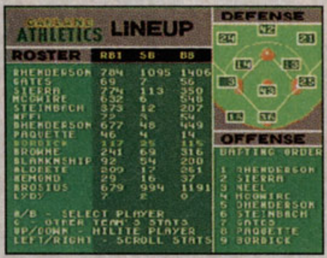
Batter Up!

In some ways, World Series Baseball is like any other baseball game: You hit the ball, you catch it, and you throw it. In addition, you can steal bases, bunt, pitch out, align your defense, adjust your lineup, and so on. Like other baseball carts, World Series gives you exhibition games, a home run derby, batting practice, and league play with variable season lengths up to 162 games.

Unlike many other carts, however, World Series Baseball has actual teams, players, and stadiums, with stats from '93 and performances based on those numbers. This cart is loaded with enough authentic features to make any baseball fan delirious.



Hitting, catching, and throwing the ball are easy in this game. As the pitcher, you have a choice of three pitches (Splitter, Curveball, and Fastball) that you can throw at three velocities. You can also select precise targets in or out of the strike zone. The batter, meanwhile, has a normal swing, a just-make-contact swing, and a go-for-the-fences swing. If you like bashing those monster home runs, a tape measurement shows just how far that ball went. You can even get a replay of those awesome smacks.

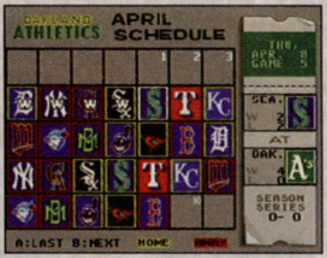


ROSTER	RBI	SB	BB
RHENDERSON	784	1095	1406
GATES	69	7	56
SIERRA	774	113	350
MCGWIRE	632	6	548
STEINBACH	373	12	207
NEEL	72	4	54
DHENDERSON	677	48	449
PAQUETTE	46	4	14
BORDICK	117	25	115
BROWNE	241	69	316
BLANKENSHIP	92	54	200
ALDRETE	209	17	261
HEMOND	29	16	37
BROSIUS	679	994	1191
LYDY	7	2	0

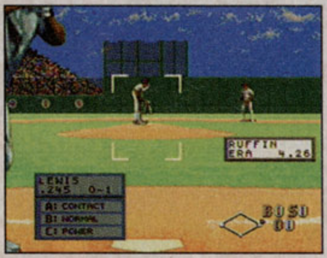
A/B - SELECT PLAYER
C - OTHER TEAM'S STATS
UP/DOWN - HILITE PLAYER
LEFT/RIGHT - SCROLL STATS

OFFENSE
BATTING ORDER
1 RHENDERSON
2 SIERRA
3 NEEL
4 MCGWIRE
5 DHENDERSON
6 STEINBACH
7 GATES
8 PAQUETTE
9 BORDICK

For you hard-core hardballers, you'll find stats galore in World Series Baseball.



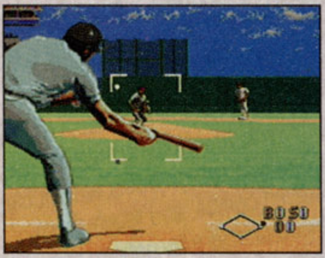
Get ready to play ball with all the Major League teams and their star-studded lineups.



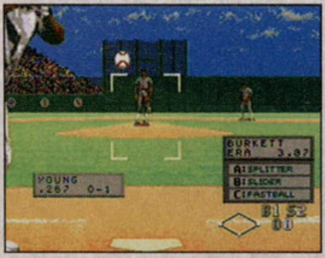
PROTIP: While batting, you have a choice of three swings. If you have a home run hitter, swing for power. If you have an average batter, swing normally or just make contact. Use a contact swing when you're trying to execute a hit-and-run play or when you're trying to knock in a run from third base.

It's Outta Here

World Series Baseball has some of the most awesome digitized and non-digitized graphics out there. The true-to-life ballparks are so impressive in their detail and accuracy that you can actually tell you're in Fenway (with that Green Monster) each time you go to Boston. Best of all, the large pitcher and batter sprites move fluidly and are well-detailed.



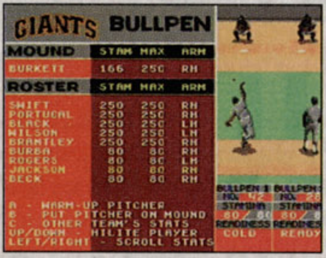
PROTIP: If you need to move a runner, sacrifice bunts work well. Just remember, if you bunt the ball foul with two strikes against you, you're out!



PROTIP: Throwing a Splitter for a strike can be difficult. If you pitch the ball high and out of the strike zone, it may drop in for a strike.

The game gives you a dramatic catcher's-eye view as the pitch is thrown. The view completely immerses you in the action. You can even feel that menacing stare from Dave Stewart of the

Toronto Blue Jays! Once you connect with the ball, you switch to a standard aerial view of the field. Although the infield and outfield players' sprites are small, they're more than adequate and have very fluid movement, even when making awe-inspiring plays.



GIANTS BULLPEN

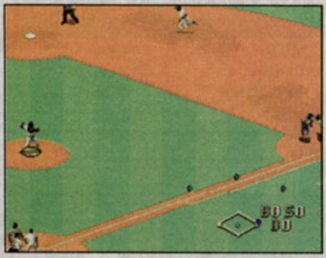
MOUND	STAM	MAX	ARM
BURKETT	166	250	RH

ROSTER	STAM	MAX	ARM
SWIFT	250	250	RH
PORTUGAL	250	250	RH
BLACK	250	250	LH
WILSON	250	250	LH
BRANTLEY	250	250	RH
BURBA	80	80	RH
ROGERS	80	80	LH
JACKSON	80	80	RH
BECK	80	80	RH

A - WARM-UP PITCHER
B - PUT PITCHER ON MOUND
C - OTHER TEAM'S STATS
UP/DOWN - HILITE PLAYER
LEFT/RIGHT - SCROLL STATS

BULLPEN 1
NO. 42
STAMINA
80/80
READINESS
COLD
BULLPEN 2
NO. 28
STAMINA
READINESS
READY

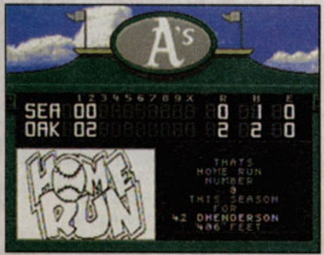
PROTIP: Late in the game, when your pitcher's stamina begins to slip, start warming up relief pitchers. Get a righty and lefty up so that you'll be ready for either a right- or left-handed batter.



PROTIP: If your opponent looks like he's gonna steal a base, throw over to the base he's on when his lead gets too big. An occasional pitchout also might help you catch a base burglar.

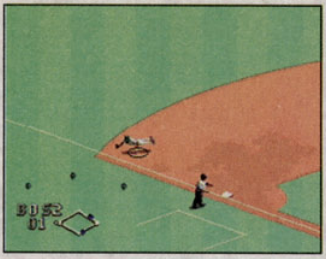
PROTIP: Be sure you move the ball around the plate while pitching. If you pitch constantly to one part of the plate, the CPU will catch on, especially in later innings.

Likewise, the sounds in World Series Baseball are virtually above reproach. Digitized commentary adds excitement to this cart, as do the umpires calling strikes and outs. The play-by-play is fairly accurate, but it lags at times.

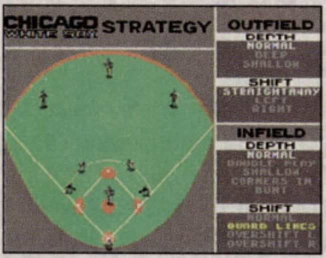


A's
1 2 3 4 5 6 7 8 9 X R H E
SEA 00 0 1 0
OAK 02 2 2 0
HOME RUN
THATS
HOME RUN
NUMBER
9
THIS SEASON
FOR
42 DHENDERSON
406 FEET

For you monster bashers who wanna know how far that ball just traveled, check out the scoreboard for a quick tale of the tape.



Pitching and defense win games, not home runs.



CHICAGO WHITE SOX STRATEGY
OUTFIELD
DEPTH
NORMAL
DEEP
SHALLOW
SHIFT
STRAIGHTAWAY
LEFT
RIGHT
INFIELD
DEPTH
NORMAL
DOUBLE PLAY
SHALLOW
CORNERS IN
BUNT
SHIFT
NORMAL
GUARD LINES
OVERSHIFT L
OVERSHIFT R

PROTIP: Strategy is an important part of this game. Adjust your defense to each opposing batter, especially when you're playing at more difficult levels. For example, when the opposing team has a runner on first with no one out, set your infield for the double play.

The music is limited to non-game-playing sections of the game. It's upbeat and perfectly suited for baseball (no techno rhythm beats here). Even though sounds and graphics can't make a bad game great, they certainly add an extra level of realism to this already wonderful cart.

Home Run Champion

If you're looking for a hot baseball game that's fairly easy to play, World Series Baseball is your best bet. It delivers impressive graphics, outstanding sounds, real names, and tons of options. Get plenty of batting practice, and then start swingin' for them fences. G

World Series Baseball By Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	4.5	4.5	5.0	Adjustable

$59.99	2 players
16 megs	Multiple views
Available now	Save feature
Baseball	Sega rating: GA General Audiences

RBI Baseball Soars to Playoffs

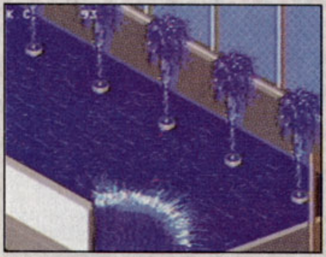
RBI Baseball '94 Genesis

By Ben D. Rules

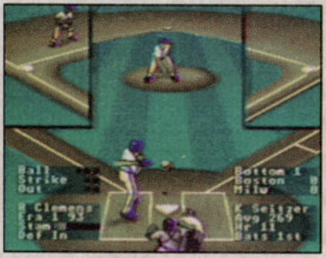
It's already a popular series, but this year RBI Baseball '94 has been improved to become one of the top baseball games available. New features put this one right into the World Series.

It's Going...

The features that made RBI '93 a hit are still here. You get all the actual major league players, teams, and stadiums, tons of stats from the '93 season, and a variety of options for length of season, player swaps, and more. You also get the popular Home Run Derby. If you want to see Cal Ripken, Jr. jerk one out of Camden Yards, this is the game for you.



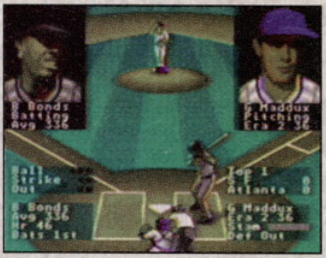
Telling details, like these fountains at Kansas City's stadium, make each ballpark easy to recognize.



Ball
Strike
Out
R Clemens
Era 1 93
Stam
Def In
Bottom 1
Boston 0
Milw 0
K Seitzer
Avg 269
Hr 11
Bats 1st

PROTIP: Use Spitballs with caution. They don't always drop, and often turn into slow, easy-to-hit pitches.

The improvements are dramatic. The field is much bigger, the game is much faster, and the stats are more complete. You get new, more realistic rules, such as the Infield Fly Rule, a new Pickle game for practicing your base running, and a 162-game season that matches the '94 schedule exactly. The computer is also smarter and will now steal bases on your pitcher if you're not careful. Plus, there's a new-and-improved Tengen team – beat these high-rated designers of the game, and you'll face an even more awesome Dream Team!



B Bonds
Batting
Avg 336
G Maddux
Pitching
Era 2 36
Ball
Strike
Out
Top 1
Atlanta 0
B Bonds
Avg 336
Hr 46
Bats 1st
G Maddux
Era 2 36
Stam
Def Out

PROTIP: The players perform according to their '93 stats, making Bonds the most complete player in the game. He should always swing hard, whereas weak hitters can sometimes try to bunt their way on base.

...Going...

The graphics and sounds have also been cranked up to new heights. The players are smoother than ever and have a wider variety of motions (pitchers have additional sidearm deliveries). Also new are the up-close player portraits. As for the sounds, they're top-notch and feature the recognizable voice of Jack Buck. Crazyball sound effects add humorous Looney Tunish boings to the action, a nice touch for younger players.

...Gone! A Home Run!

It's a homer, all right. RBI Baseball '94 stands with World Series Baseball as the best baseball games of the year so far. G

RBI Baseball '94 By Tengen

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.5	4.5	4.5	Intermediate

$64.95	Multiple views
16 megs	Passwords
Available April	Sega rating: GA, General Audiences
Baseball	
2 players	

A Major League Contender

MLBPA Baseball

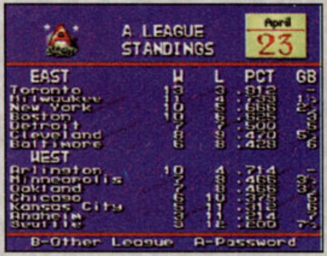
Super NES

By The King Fisher

MLBPA Baseball by EA Sports is a strong contender in the baseball market. It boasts great sounds and easy controls, but it comes up a little short otherwise.

An Average Hitter

If you're a die-hard baseball fan who loves stats and real teams, you may be disappointed with MLBPA Baseball. Although this cart has real Major League players and '93 stats, the team names are gone – no Oakland A's, just Oakland. You can play a full season, playoffs, or a series, but the stats aren't updated to gauge your current performance.

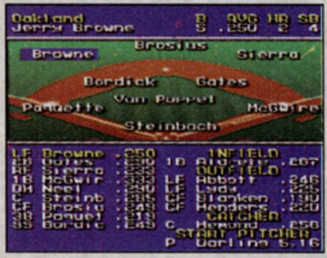

A LEAGUE STANDINGS

April 23

EAST	W	L	PCT	GB
Toronto	13	3	.812	–
Milwaukee	11	4	.733	1½
New York	10	5	.666	2½
Boston	10	6	.625	3
Detroit	7	7	.500	5
Cleveland	8	9	.470	5½
Baltimore	6	8	.428	6
WEST				
Arlington	10	4	.714	–
Minneapolis	7	8	.466	3½
Oakland	7	8	.466	3½
Chicago	6	10	.375	5
Kansas City	5	11	.312	6
Anaheim	3	11	.214	7
Seattle	3	12	.200	7½

B-Other League A-Password

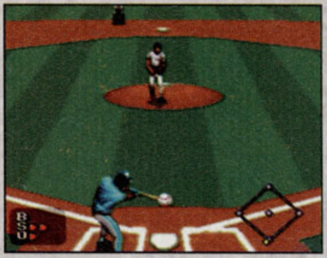
Play a full season, with all your favorite players.



```
Oakland                B  AVG HR SB
Jerry Browne           S .250  2  4

LF Browne .250      INFIELD
2B Gates  .290  1B Aldrete  .267
RF Sierra .233      OUTFIELD
1B McGwir .333  LF Abbott   .246
DH Neel   .290  LF Lydy     .225
C  Steinb .285  CF Blanken  .190
CF Brosiu .249  CF Henders  .220
3B Paquet .213      CATCHER
SS Bordic .245  C  Hemond   .250
                  START PITCHER
                P  Darling  5.16
```

PROTIP: Adjust your lineup so that a majority of your batters are righties if the pitcher is a lefty, and vice versa. Also be sure your three, four and five hitters have the highest home run numbers on the team.



PROTIP: When you have a home run hitter at bat, swing a little early to pull the ball.

To its credit, this cart has some of the easiest game play controls around, which makes this a good game for beginners. You can also control the ball once it leaves the pitcher's hand, something you can't do in high-profile games like World Series Baseball for the Genesis.

Good Atmosphere

MLBPA's graphics are clean and colorful, but they're nothing to get excited about. Although they're better than the graphics in some other games, they don't add much atmosphere. The sounds of MLBPA, on the other hand, are outstanding. From the clear digitized voices calling strikes and outs, to the ballpark-style music throughout the game, the sounds give you the feeling that you're really in the game.

Solid Baseball

MLBPA Baseball is a good, no-frills baseball game, lacking only the graphics and the full licensing to be a true champion. It may be a better game for novices than it is for veterans, but there's still plenty of fun in this cart. G

MLBPA Baseball By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	4.5	4.0	ADJ. Adjustable

$59.95
8 megs
Available now
Baseball

2 players
Multiple views
Save feature

Number III Is Best Hardball Yet

Hardball III

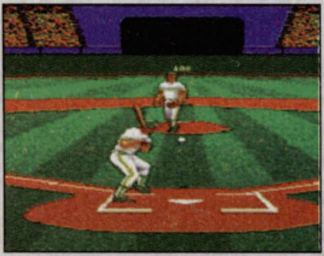
Super NES

By The King Fisher

Sport Accolade's Hardball III is the best game in the Hardball series yet. The game is loaded with stats and options, but its graphics reduce this to an above-average baseball game.

Give Me Options

Hardball III is loaded with so many options that some players may be intimidated. You can alter everything from your players' stats to their team logos. No Major League teams are included here, but all your favorite Major League players are present and accounted for, along with their 1993 stats and game performances true to those numbers. The controls are easy to use in Hardball III, and no previous Hardball experience is required.

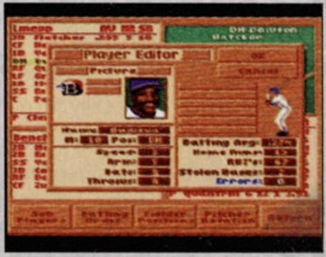


PROTIP: Take lots of batting practice to improve your hitting skills. To make your day at the park easier, learn to pull a pitch, bunt, and go with a pitch.

PROTIP: If you need to move a runner from first to second base, try a hit-and-run play. Be sure you hit the ball, though, or your runner may be gunned down as he steals second.

A Colorful Game

Unfortunately, Hardball III's graphics are merely average. While the images are definitely colorful, they lack detail. In addition, the character movement is choppy, so that the pitcher and batter sprites lack fluid motions when pitching and batting. On the plus side, digitized pix of your favorite players grace the game, but even these enhancements are somewhat pixelated.



Beef up your favorite player's stats to turn that All-Star player into the hottest name in the league.

Hardball III's sounds help the game out of its low-tech rut. Clear digitized speech adds an extra level of realism to the game, but the music can become annoying. At least there's an option to turn it off.

Not a Bad Team

Although Hardball III has a good combination of options, stats, atmosphere, and sounds, you can't help but feel disappointed by the graphics. The choppy players will frustrate you if you've played smooth, graphically superior baseball games like World Series Baseball and RBI Baseball '94. G

Hardball III By Accolade

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	3.5	ADJ. Adjustable

$69.95
16 megs
Available May
Baseball

2 players
Multiple views
Save feature

Bases Loaded for Simple Fun

Super Bases Loaded II

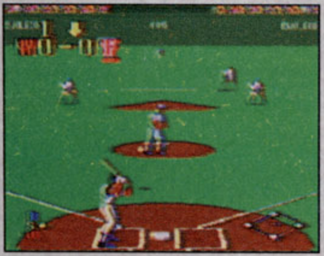
Super NES

By Ben D. Rules

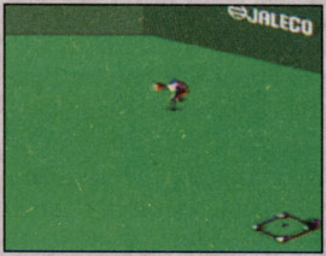
It doesn't have name players or teams. It doesn't have the best graphics. It doesn't have great sounds. What Super Bases Loaded II does have in abundance, however, is playability. This is simply a fun and easy game to play.

Talkin' Baseball

The biggest flaw in the game is the lack of real-life teams and players. While other video baseball games sport complete Major League rosters and actual stadiums, SBL II gives you teams like Urbana and Rockford, leagues called Alpha and Omega, no-name players, and three fictional ballparks. At least your players get complete ratings in everything from power to speed, plus there are lots of top tens. But it's still hard to get emotionally attached to these never-weres.



PROTIP: If you're having trouble getting the bat around on fastballs, move your batter back in the batter's box to gain an extra split second.



PROTIP: The computer's runners are aggressive – your outfielders can often catch them trying to take an extra base on hits to the gap.

PROTIP: Watch the computer pitcher's feet – if he moves along the rubber, adjust your batter's position accordingly.

Balancing these shortfalls are strong graphics. Though not as involving as the up-close view in World Series Baseball, the standard behind-the-batter view works well, and the Mode 7 rotation gives you a good look at the field. This is especially true when you watch balls hug the foul lines. The players move with some choppiness and slowdown, and it can be hard to gauge where a fly ball will land, but these troubles don't impede game play.

The sounds are serviceable. That signature whooping noise on fly balls is intended to help you judge distance, but it's still annoying. Other sound effects – the crack of the bat, the ball thudding against the wall, the umpire's calls – are clear and effective.

Fair Ball!

The Super Bases Loaded games have always been popular, and this one will be, too, no doubt. For all its flaws, it's still a nice, uncomplicated game, as easy to enjoy as a relaxing day at the ballpark. G

Super Bases Loaded II By Jaleco

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.0	3.5	3.5	Intermediate

Price not available	2 players
12 megs	Multiple views
Available April	Battery backup
Baseball	

NHL '94: CD Perfection!

NHL Hockey '94

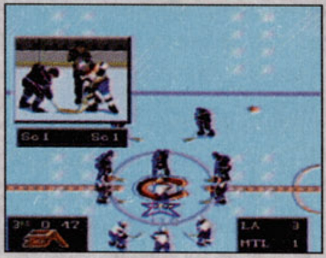
Sega CD

By Coach Kyle

Everything that made the Genesis version of NHL Hockey '94 *GamePro's* Sports Game of the Year is in the new Sega CD version, but best of all, this isn't any mere rehash of an already great game. It's EA Sports' best NHL yet, with more style and substance than ever.

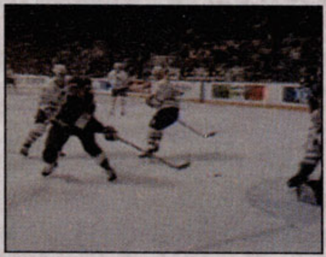
NHL – New Hot Look

Fans of the SNES and Genesis versions will recognize the game play immediately. You still have a quick-moving game for up to four players (using the 4 Way Play), with penalty shots and an optional shootout mode. And you still have all the real teams and players from the National Hockey League. But now the One-Timer shots are a little easier to make, and the goalies are a little easier to control, making the game smoother, better, higher-scoring, and more fun!

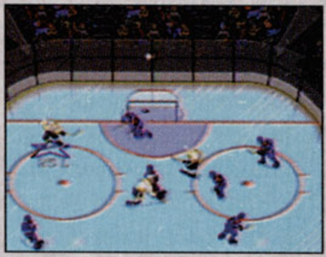


PROTIP: If you're losing late in the third period, take out your goalie and bring in an extra skater.

The view is familiar. A clear ¾-overhead view puts you behind the goal, with windows to get close up to some of the action. But this Sega CD also has visual extras, among them are 300 video clips of actual NHL footage. Humorous details include hats being tossed onto the ice after a hat trick.



NHL footage punctuates the action.



PROTIP: Scoring can be tough, so master the art of the tricky One-Timer shot.

PROTIP: When editing your line, go for the fastest players. These speedsters are usually better checkers and will beat the opposing goalie on breakaways.

This game has sonic superiority, as well. Besides the realistic voices of announcers and commentators, you get nice surprises, such as the clever organ music customized for the different rinks.

Stanley Cup Champs

Everything in the NHL is in the Sega CD – everything, that is, except the fights, which the league had EA Sports remove. In every other way, though, this is the hockey game you always wanted to play. G

NHL Hockey '94 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	5.0	5.0	Intermediate

$59.95	¾-overhead view
CD	Multi-scrolling
Available now	Battery backup
Hockey	Sega rating: GA, General Audiences
4 players (using 4 Way Play)	

Another Trophy for Bill Walsh

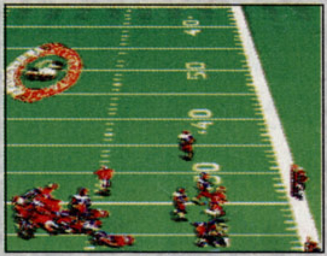
Bill Walsh College Football

Super NES

By Athletic Supporter

It's good to see that EA Sports goes by that old saying, "If it ain't broke, don't fix it." Thankfully, they haven't tampered with an already top-notch game. With only a few exceptions, Bill Walsh College Football on the SNES plays just like the earlier, highly acclaimed Sega CD and Genesis versions. If you liked those, you'll almost surely like this new addition to the series.

Like the other versions, the SNES cart features 24 of the highest-ranked college teams of all time, plus 24 of the top programs from the 1992 season. However, since the game isn't licensed by the NCAA, all the teams are fictitious, so you'll see teams like Los Angeles for UCLA and South Bend for Notre Dame. Using the Hudson Multitap, up to five gamers can butt heads, including five-versus-the-computer matchups. Passwords enable you to pick up where you left off.

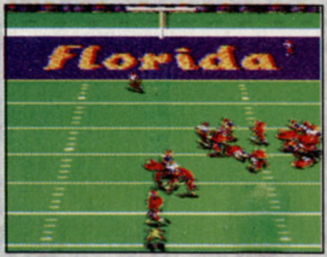


PROTIP: To avoid being tackled, press Button C, and you'll high-step out of a defender's grasp.

The computer opponents are pretty easy to beat, but the computer calls its offensive plays quickly, which might leave you scrambling to pick the right defense. The game supplies you with plenty of statistics and, unlike the Genesis version, it also gives you individual defensive and offensive game stats to aid your play-calling.

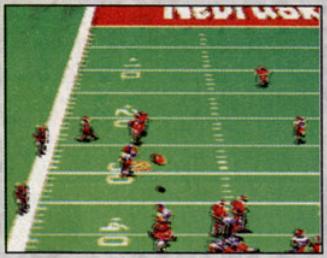
Heisman Winner

The graphics are considerably better than those on the Genesis. The players are a little sharper and more detailed, and it looks like there are more colors. As for sounds, you get all the grunts and hard hits minus the repetitive soundtrack found on many other carts.



PROTIP: When running the Triple Option, pitch the ball just as your QB is about to be hit. This'll give your running back more room to run.

Best of all, this game uses Mode 7 rotation on punts and turnovers, a feature that's especially helpful during a fumble or interception, because you know instantly which way to run. You need that little assistance from the game, too, as the controls here are not as precise as they are on the Genesis. The players' movements seem choppy and unresponsive at times.



PROTIP: Bump and run on defense. Try to knock receivers off their pass routes, but don't be too flagrant or you'll draw a flag.

Bill Walsh College Football has a few minor flaws, but don't let that keep you from putting it at the top of the Heisman Trophy list. EA Sports has done it again.

Bill Walsh College Football
By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	4.0	3.5	4.0	Intermediate

$59.95	Behind-the-quarterback view
16 megs	Multi-scrolling
Available now	Passwords
Football	
5 players (using Hudson Multitap)	

NBA Showdown Scores

NBA Showdown '94

Genesis

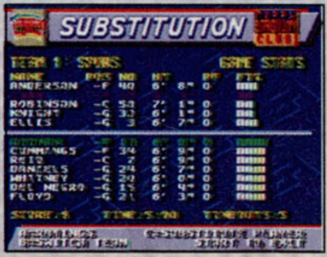
By Athletic Supporter

NBA Showdown '94 might not be F-A-N-T-A-S-T-I-C, but it's definitely cool.

Real Roundball

EA Sports' latest b-ball game for the Genesis is an improved version of NBA Showdown for the SNES. Added features and more realistic game play make this one of the top NBA carts available.

The best part of NBA Showdown '94 is its similarity to the actual pro sport. The game is licensed by the NBA, so you get all 27 NBA teams and all the actual players, who are rated in five categories. Appropriately, the stars rise to the top in this game.

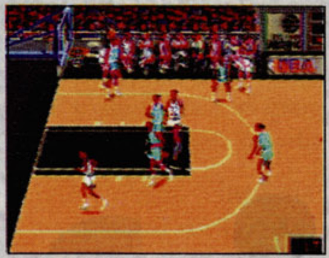


PROTIP: A tired player won't be as effective as a rested player. Substitute often to keep your stars fresh.

What's more, you get to call your own offensive and defensive plays during each possession, plus there are fatigue factors and tons of stats for each player.

It Must Be the Graphics

The graphics for NBA Showdown are clear and crisp. EA Sports, which is noted for its detailed games and for using actual graphics of players, gets a high five for some of the player graphics – note Dennis Rodman's blond hair. The sounds, though, are just slightly above average. The crowd noise and players' sound effects are cool, but the music is a bench warmer.

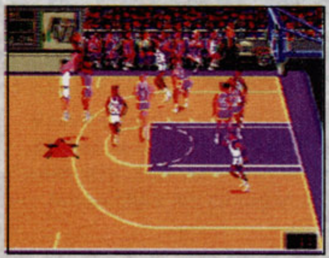


PROTIP: The computer won't call illegal defenses, so keep your center or power forward in the lane to block layups or inside shots.

The controls are inconsistent. The players move responsively enough, but passing can be a problem, especially during in-bounds plays. And coordinating four players on one team is almost impossible, so when you're using the 4 Way Play adaptor, go two-on-two.

Winnin' Time

Overall, NBA Showdown makes it to the Genesis playoffs. Although it doesn't have NBA Jam's FunFactor, it has better realism, which alone makes it worthy.



PROTIP: If a player makes more than two shots in a row (not layups or dunks), he's on a hot streak. Have him isolate one-on-one against a defender.

NBA Showdown '94 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	3.0	4.0	Adjustable

$59.95	Side view
16 megs	Multi-scrolling
Available now	Battery backup
Basketball	Sega rating: GA, General Audiences
4 players (using 4 Way Play)	

RYNE SANDBERG
CHICAGO
MEDALISTS
TRIPLE PLAY 94
BOMB SQUAD
FRANK THOMAS
GONZALEZ
MATTINGLY
SALMON
BONDS
MIKE PIAZZA-C
94 DONRUSS TRIPLE PLAY
12 BASEBALL CARDS

94
DONRUSS®
TRIPLE
PLAY

Take a look at Rangers' home run champ, Juan Gonzalez, and you'll see how fast a player can become a superstar. Take a look at this year's Triple Play, and you'll see that our time has come, too.

A TOTAL REDESIGN with full-bleed big name action, UV coating and quality stock.

ROOKIE REVUE–17 of the game's hottest newcomers.

3 NEW RANDOM INSERTS: Medalists, Nicknames, Bomb Squad.

MEDALISTS–All-foil fronts award Gold, Silver and Bronze medals to 3 of the top players in their positions over the last 2 years.

NICKNAMES–Superstars superimposed over bigger-than-life team symbols with foil-embossed fronts.

BOMB SQUAD–Power hitters stand out on sepia-toned cards with an air power theme. Foil-embossed fronts.

SOME PLAYERS GET BETTER EACH YEAR

125th ANNIVERSARY ™ MAJOR LEAGUE BASEBALL PLAYERS ©MLBPA HALL OF FAME

©1994 DONRUSS INC.

PGA Delivers Europe

PGA European Tour

Genesis

By Weekend Warrior

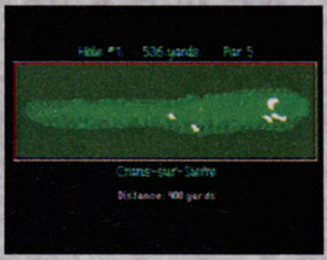
Bon jour, golf fans! Pack your clubs for a tour of five of Europe's most challenging golf courses with EA Sports' PGA European Tour for the Genesis. Using the same, easy-to-play game engine as PGA Tour Golf, plus sharp graphics and extensive detail, this cart is accessible to golf die-hards and novices alike.

Europe or Bust

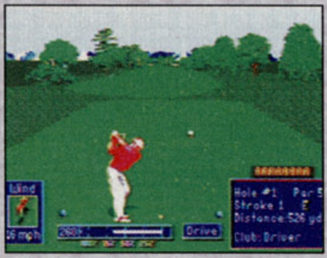
On this tour, up to four players compete for pounds, liras, and francs on five actual courses (two in England and one each in Spain, France, and Switzerland). In addition to playing your friends, you can also compete against 50 European pros, with recognizable names like Seve Ballesteros. Their performances are continually tracked by the computer. Two new game formats include an Elimination Tournament and a four-player Sudden Death hole.

Where's the Windmill?

Just like EA Sports' other titles, PGA European Tour is as realistic a golf simulation as you can get. You have full control of which clubs to use, how hard to hit the ball, and how to line up your shot. Responsive controls enable you to get the most out of your skills. Adding to the realism are uncontrollable variables, including gusting winds and uneven terrain.

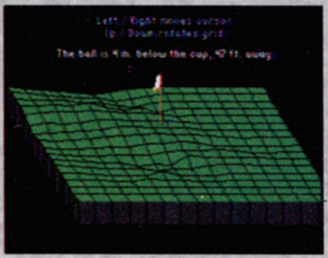


PROTIP: Note the maximum distance of the club you're using when you place your aiming cursor on the course. Don't aim at the hole if it's far beyond the reach of the club you're using. Play for position instead.



PROTIP: Timing is everything. Achieve the maximum swing by exactly hitting the 100-percent mark on the strength meter and exactly zero percent on the follow-through.

Sharp graphics provide three useful views: overhead bird's-eye; behind-the-player; and a rotating, 180-degree, topographical grid of the putting green. Every option is represented by easy-to-read on-screen icons. These solid graphics help compensate for the game's average, lackluster sounds.



PROTIP: When putting, remember to compensate for dips and inclines by hitting with extra power.

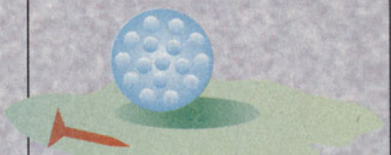
Viva la PGA

While golf can sometimes be an uninvolving game to watch or play, this video game is perhaps the most user-friendly, engaging golf sim available. After a couple of rounds, you'll discover the subtleties that make golf such a challenge. Golf fans will love this cart, and curious novices will be able to jump right in and play. **G**

PGA European Tour By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	5.0	ADV. Advanced

$59.99
8 megs
Available now
Golf
4 players
5 courses
Multiple views
Battery backup
Sega rating: GA
General Audiences



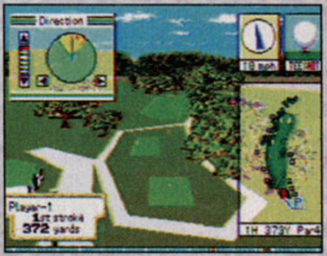
Pebble Beach Hits an Ace

Pebble Beach Golf Links

Genesis

By Mister Blister

With Pebble Beach Golf Links for the Genesis, Sega Sports continues to chip away at EA Sports' hold on high-quality sports games. Impressive graphics, smooth game play, and a detailed interface carve a top position on the leaderboard for Pebble Beach.



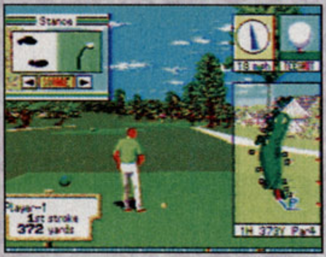
PROTIP: Always go for the bird's-eye view on your first shot. Many holes have sharp angles and tall trees that block your regular view.

PROTIP: Use the compass at the bottom of the screen and your foot placement to compensate for strong winds.

PROTIP: Call upon your caddy for straight advice in tight situations.

Fore!

The game presents an exact replica of the world-famous coastal California course. Up to four players can join in five types of game play, including Skins, a sudden-death hole-by-hole challenge, and a Tournament against 48 pros.



PROTIP: Placing your right foot forward will cause a left curve on your drive, and vice versa.

One of the main attractions is the player interface. Well-placed interactive windows inform you of your stance, strength of swing, and wind. Each unobtrusive window is easy to read – and these windows are crucial as you try to make your best shot.

What a View!

Pebble Beach's fantastic graphics deserve special mention. In addition to faithfully replicating the real golf course, the players and the environment are well-rendered, with great attention to detail. While most golf games offer a couple of set angles from which to view the course, Pebble Beach gives you 360-degree views, both from where you are standing and from the hole. You can also elevate the view to six different angles, ranging from a ground-level look to an aerial overview.

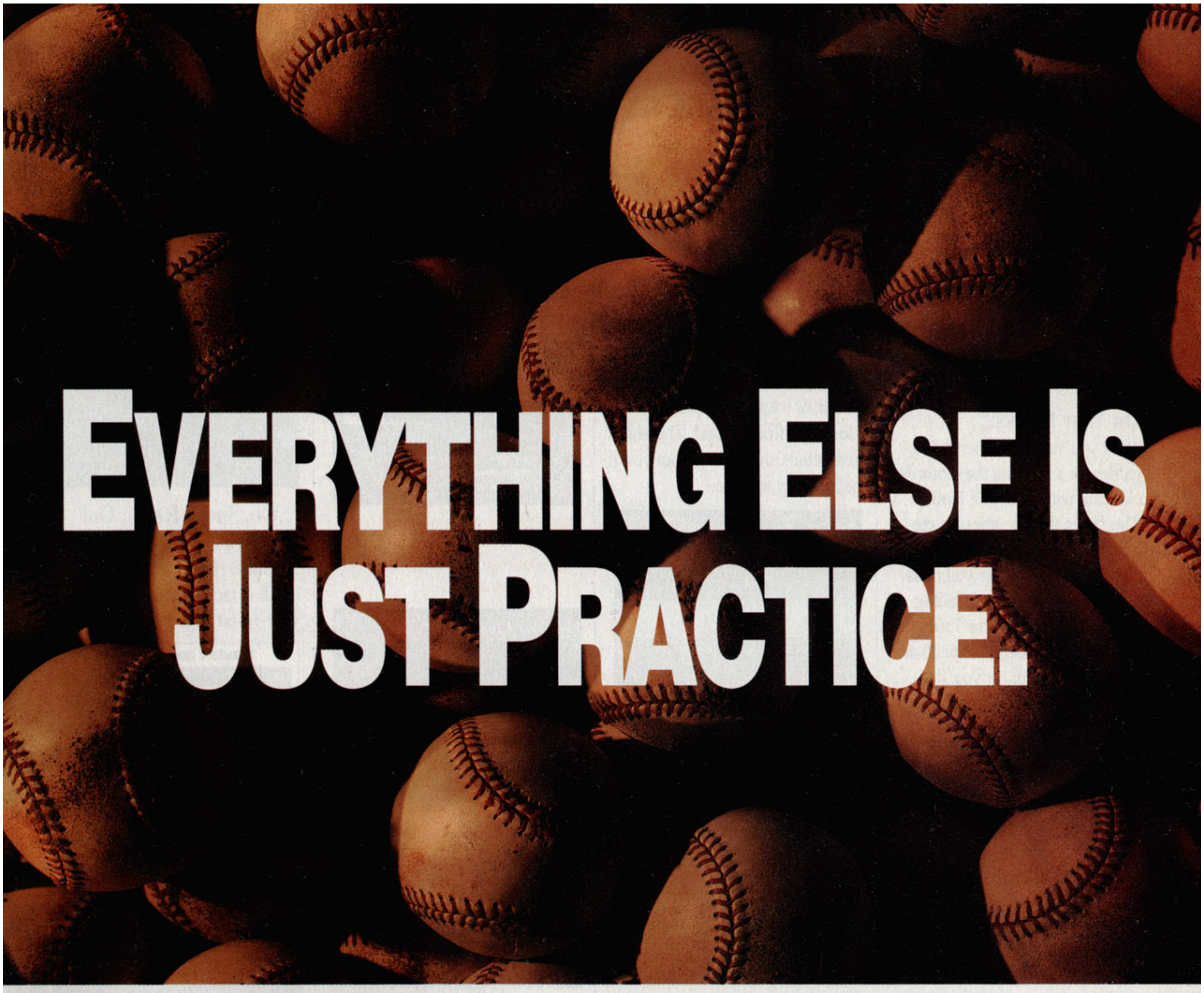
Tee Time

Pebble Beach Golf Links is one of the most comprehensive golf carts available. Golfers of all skill levels will want to take this cart out for a couple rounds. See ya in the clubhouse! **G**

**Pebble Beach Golf Links
By Sega Sports**

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	INT. Intermediate

$49.99
16 megs
Available now
Golf
4 players
Multiple views
Battery backup
Sega rating: GA
General Audiences



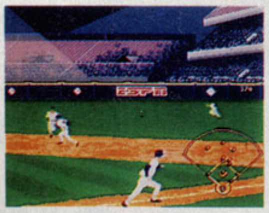
INTRODUCING ESPN BASEBALL TONIGHT.

ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field. We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

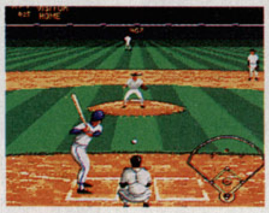
So if you've been playing those other baseball games, put them away. You've had enough practice.

(Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)

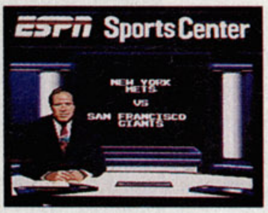
ESPN BASEBALL TONIGHT



Actual players filmed against blue screen for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chris Berman reports "live" from SportsCenter and Dan Patrick calls the play-by-play.

SONY
IMAGESOFT

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Get Ready to Race

Suzuka 8 Hours

By Ben D. Rules

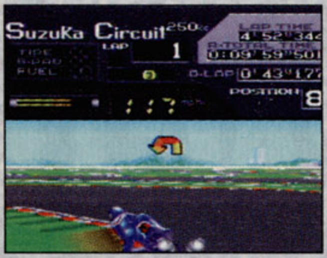
Wrecks, racers, and radical controls – what else do you want from a racing cart? There's a fine time to be had with Namco's Suzuka 8 Hours.

On Your Marks...

After you've taken other racing games for a spin, hit the motorcycle track with Suzuka 8 Hours. The "8" in the title refers to the monster race at the end, an eight-hour blitz that'll make you miss dinner. You ride a sleek racing bike with a 250, 400, or 750cc engine. Once aboard, get that knee down on the turns, or you'll go flying over the handlebars in a wild animation. Fortunately, you have responsive controls – they require some practice at first, but ultimately they enable you to master the tough Suzuka course.

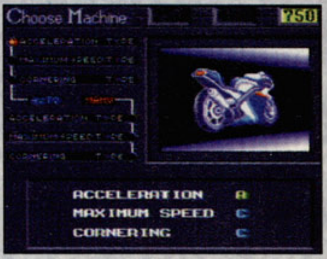
...Get Set...

The sharp graphics immediately suck you in to the race. Your behind-the-racer view puts you right on the track, and your on-screen gauges make it easy to check your race status. All that's missing is a map to show what's ahead, or a way of knowing who's closing in from behind. The horizon details aren't much, but you'll be too busy to notice.



PROTIP: In many racing games, you can slow down by cutting corners, but that's hard to do here, because you either slow too much or lose control altogether.

The game's sounds are above average, but they could've been better. You get the whine of your own engine but not your competitors' engines, so you don't know how close someone is behind you. You get some tire screeches and the pow! of a wreck, but the frantic music is too distracting.


Choose Machine 750

ACCELERATION A
MAXIMUM SPEED C
CORNERING C

PROTIP: Use the Option screen to customize your bike. Go for the 750 only when you can handle speeds well over 200 mph.

Suzuka Circuit 250cc
LAP 2
LAP TIME
B-TOTAL TIME
POSITION

Mommyyyyyyyyyy!

...Go, Speed Racer, Go!

While not state-of-the-art racing, Suzuka 8 Hours still provides a thrilling race. Gentlemen, start your 16-bit engines! G

Suzuka 8 Hours By Namco

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	4.0	INT. Intermediate

$59.95
8 megs
Available July
Motorcycle racing
2 players
4 tracks
Behind-the-racer view
Forward-scrolling
Passwords

Strong Fighter – Weak Game

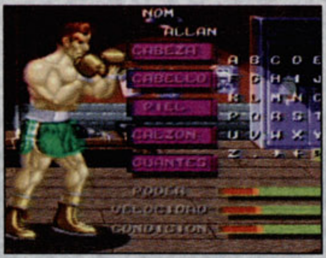
Chavez

By Ben D. Rules

Mexico's most popular sports hero is now Mexico's most popular video game hero. Julio Cesar Chavez the boxer is a devastating 140-pound tiger. Unfortunately, the video game is a routine 16-bit cart.

Campion del Mundo

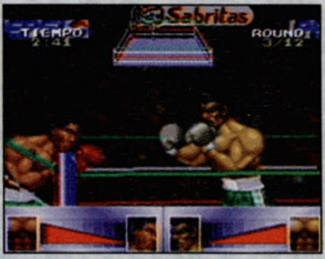
You'd better be up on your Spanish, because the screens and most of the manual are in that language. The abundant options are the game's strong points. You fight as one of the 24 challengers or as Chavez himself. Each boxer is ranked in power, speed, and condition, so you know if you've selected a top-ranked fighter like Speedo Garcia or a bowser like Ron Ronaldo. Despite his recent loss, Chavez is rated el supremo in every category. You can also create and customize seven boxers of your own, to be saved on the battery back-up and used in the Career mode.



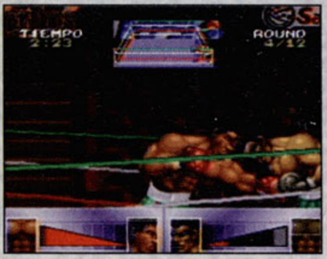
Use this Options screen to create your own fighter.

Fightin' Words

The fights themselves should be dominant, but regrettably they aren't. The actual battles are ordinary. Fighters lumber around the rotating ring and throw the usual assortment of punches with moderately effective controls. The side-view graphics, seen before in Riddick Bowe Boxing, also keep you uninvolved – there's absolutely no blood or visible damage as these big, cartoony boxers get pummeled, and the on-screen meters are only somewhat helpful. The sounds also lack any life. Thunderous sound effects, rowdier crowds, and a better variety of taunts would've enabled this game to go the distance.



PROTIP: If you're in danger of being knocked out, retreat and your energy will build back up – but so will your opponent's.



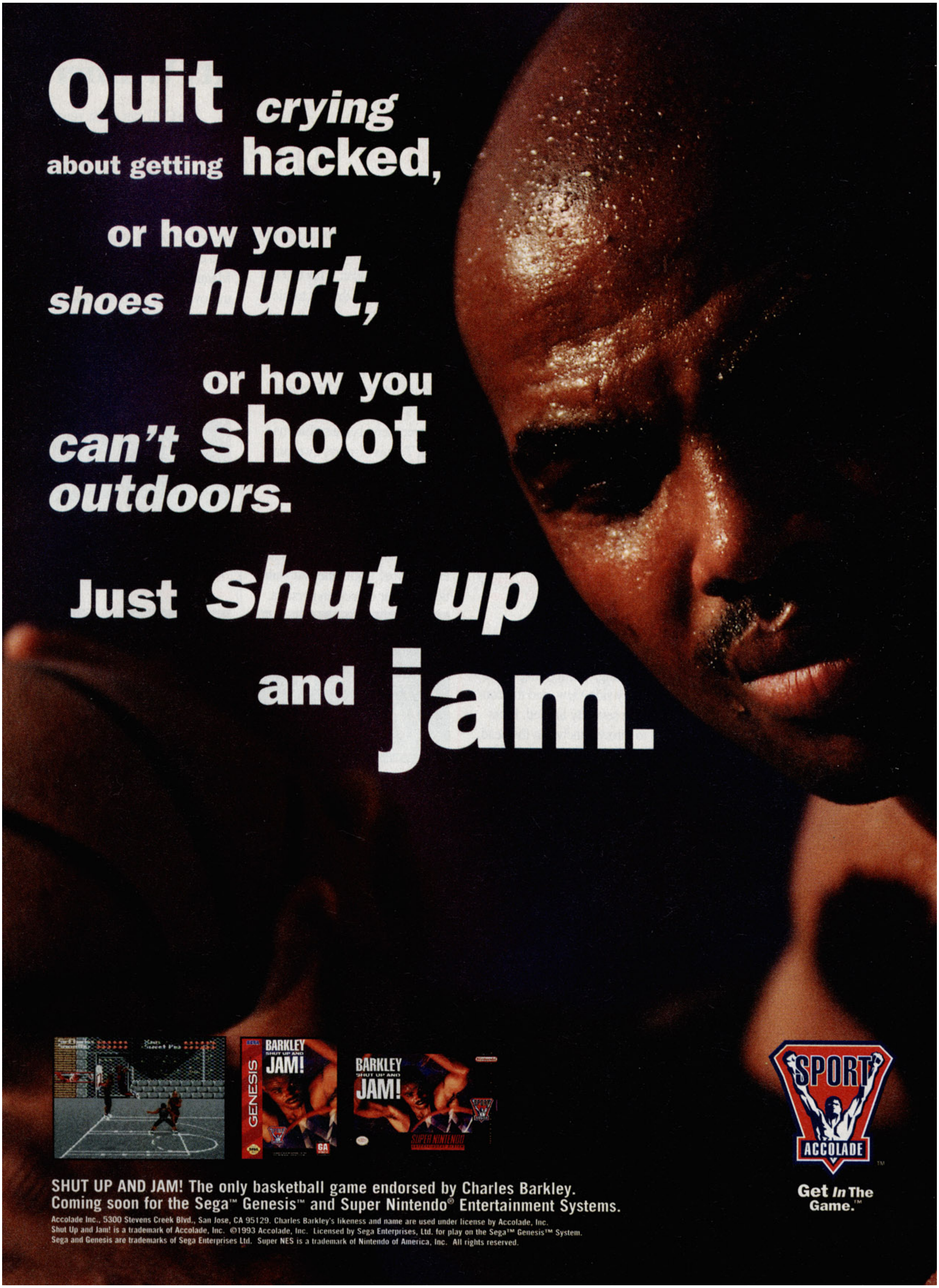
PROTIP: Work the body. This is usually the key to scoring a knockout.

This game's certainly no bum, but it's not the SNES champ it wants to be. Take away the hero worship of the title character, and you've got an average fighting game that finishes in the middle of the pack. G

Chavez By American Softworks

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	3.0	INT. Intermediate

$59.95
4 megs
Available now
Boxing
2 players
Side view
Battery backup


Quit crying
about getting hacked,
or how your
shoes hurt,
or how you
can't shoot
outdoors.
Just shut up
and jam.
BARKLEY
SHUT UP AND
JAM!
GENESIS
SUPER NINTENDO
SPORT
ACCOLADE
Get In The
Game.™

SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

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Caesars World of Boxing: No Contest

Caesars World of Boxing

By Bro' Buzz

The "Caesar" in the title is the world-famous casino, Caesars Palace, not the famous Roman general. Likewise, this CD-I game is about glitz and glamour, not fighting and tactics.

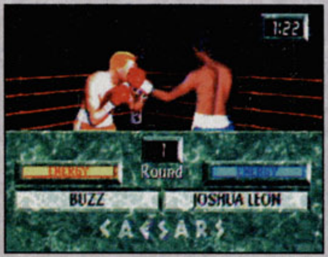
Da Bidness of Boxing

The strength of this game is an excellent and entertaining Career mode. As with other boxing games, you can pick appearances from skin color to hair type. You allocate energy to four categories – Power, Conditioning, Stamina, and Hand Speed.

PROTIP: You have to hire and fire several Trainers to learn everything needed to win fights.

PROTIP: Always check out The Book. It compares the strength categories of you and your opponent, and until you build yourself up, it reveals the type of beating you can expect to take.

Unlike real prize fighting, Training is where most of the fun begins and ends in this disc. It features excellent full-motion video of actors playing out the roles of the people in your corner. Various Trainers, Managers, Reporters, Promoters, and even Groupies make appearances as you work out. They help you prepare to win or distract you from your purpose. You can check the press coverage of your career in the newspapers, a boxing magazine, and a TV guide. All this stuff looks great, and as in real life it actually affects your fighting skills. It's also fun to fantasize about weaving your way through the chaotic world of a fighter's life.



PROTIP: Train, train, train. Building up your Power, Stamina, Hand Speed, and Conditioning is the only way to win.

However, Caesars goes down for the count once you step into the ring. The fighting action is strictly side-view, and the controls are severely limited. Press Up to throw punches to the head; press Down to throw shots to the body; and, yes, two buttons control your right and your left hands. The boxers move forward then backward as they fight. Moreover, you see the fighters only from about the waist up. The entire bottom half of the screen is taken up by an energy meter, a round indicator, and your names...that's it!

Caesars Takes A Dive

Considering the fine Training section of The World of Boxing, it shoulda been a contender. Instead, it's a one-way ticket to Palooka-ville.

Caesars World of Boxing
By Philips Interactive Media

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.0	2.5	INT. Intermediate

$ 49.99
Available now
Boxing
2 players
Side view
Side-scrolling
Save four games

CD-I Tennis Hits Winners

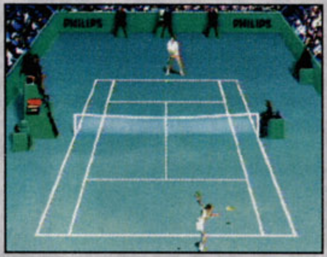
International Tennis Open

By Slo Mo

If you haven't looked at a Philips CD-I lately, you ought to get into the swing of things with International Tennis Open. This CD is a premiere stop on the electronic Grand Slam.

All-World Tennis

This excellent game was developed by Infogrames of France. There's something cool happening over there, because International Tennis displays awesome, realistic, rotoscoped graphics and animation similar to, but more fluid than, Delphine Software's Flashback, a hit among SNES and Genesis action gamers. You can even choose from nine nationalities for your on-screen persona.

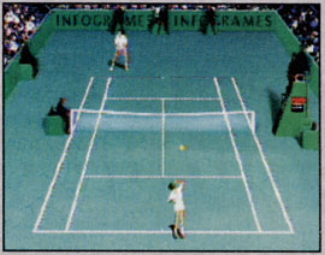


PROTIP: As in real tennis, you make a better shot if you can anticipate your opponent and quickly move into position.

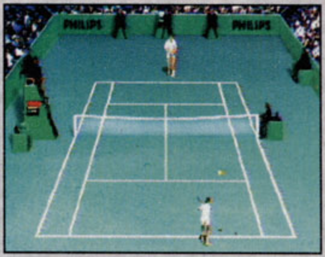
Like the graphics, the sounds are pro quality. The CD makes the scorekeepers sound just like the guys on TV. You even get an impressive Wimbledon partial echo in the enclosed courts. For real international flair, you can make the announcers speak French. *Formidable*!

Complementing the stylish look and sound are excellent action and top-flight CPU competition. You play four opponents, with nary a weekend hacker in the bunch. The on-court movement is ultra smooth, and the controls are quick and responsive.

The CPU can assist your accuracy with four modes. For example, get a computer assist at hitting the ball – forehands, backhands, lobs, and volleys – or positioning for defense. The best, and hardest, mode is Manual, where you control position and hitting. Manual gives you the most control over your shots by making them respond to your position at the point of contact. You can also pick three playing surfaces: Grass, Cement, or Clay.



PROTIP: The trajectory of the first serve is tighter than your second serve, so aim higher.



PROTIP: In general, pressing Button Two to make a shot produces more aggressive play.

The equally fun Training mode features a serving machine and service practice. The computer pros are absolutely merciless, so practice with a purpose.

International Tennis, Everyone

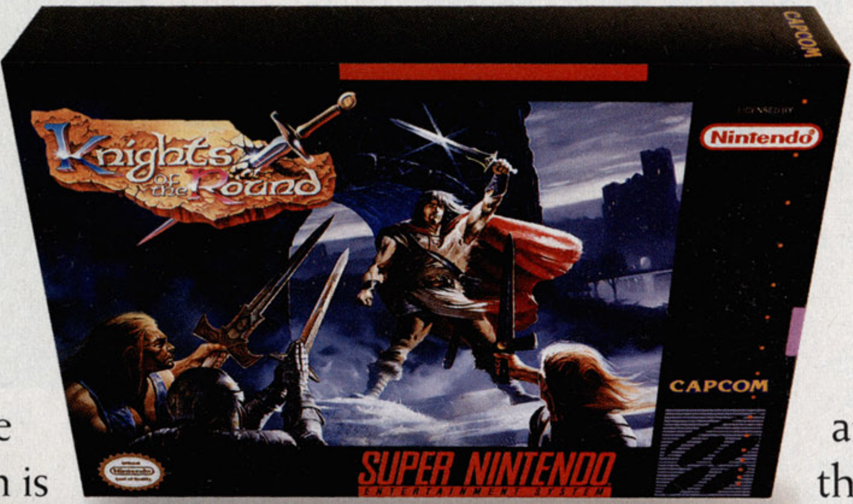
If you appreciate the sport of tennis, especially as it's televised, this CD serves aces. Game, set, and match go to International Tennis Open.

International Tennis Open
By Philips Interactive Media

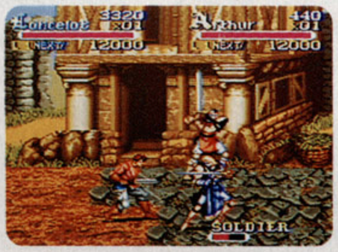
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

$49.98
CD
Available now
Tennis
1 player
¾-overhead view
Multi-scrolling
3 save positions

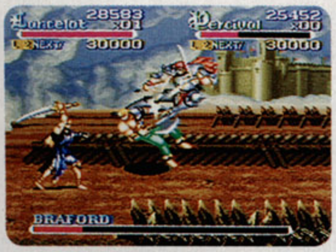
NO KNIGHT CLUB HAS EVER SEEN THIS MUCH ACTION.


CAPCOM
Knights of the Round
LICENSED BY
Nintendo
Original Nintendo Seal of Quality
CAPCOM
SUPER NINTENDO
ENTERTAINMENT SYSTEM

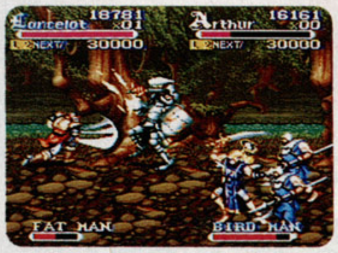
When the medieval kingdom is ransacked by a mysterious Army, Merlin charges King Arthur, Sir Lancelot and Percival with procuring the Holy Grail to rid the land of evil. On their quest, these Knights of the Round encounter more than their share of nefarious evils, putting their swordsmenship and bravery to the ultimate test. As they engage in combat with the leader of the dark army, they'll require every attack and defense maneuver they can muster. It's the very same fantasy action as the hit arcade game. Except you don't have to wait in line to play.


Lancelot 3320 x01
NEXT 12000
Arthur 410 x01
NEXT 12000
SOLDIER

While King Arthur prepares for battle, Lancelot fights an enemy soldier.


Lancelot 28583 x01
NEXT 30000
Percival 25452 x00
NEXT 30000
BRAFORD

Lancelot gets his slashes in on Bradford, whose flying kicks already hurt Percival.


Lancelot 18781 x01
NEXT 30000
Arthur 16161 x00
NEXT 30000
FAT MAN
BIRD MAN

King Arthur puts his Excalibur to the test as he executes his famous "mega slice".

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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · May '94

Role-players who have a mind for facts, figures, and war get a double Koei bonus this month: Liberty or Death and Nobunaga's Ambition. For the rest of us, new games are sparse, but Wizardry and Eye of the Beholder are just around the corner...

Nobunaga's Ambition

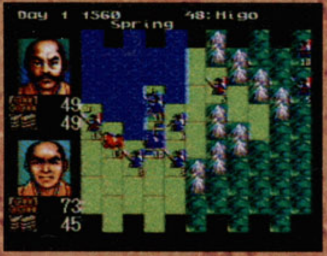
SUPER NES

By Bro' Buzz

Nobunaga's Ambition is another solid Koei historical simulation, but compared to the company's existing games it's by no means ambitious.

An Ode to Oda

Nobunaga's is based on the 100-year effort of various Japanese warlords, or "Daimyos" (the most famous being Oda Nobunaga), to unite hundreds of warring feudal states in ancient Japan. The cart's four scenarios begin from 1467 to 1600.



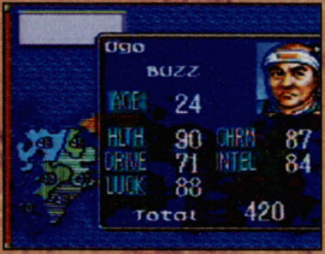
PROTIP: During battles, try to deploy your units to surround and "double-team" individual enemy units.

PROTIP: Build up your army as quickly as possible, especially during the volatile Scenario 1: Battle for the East.

Nobunaga's Ambition
(By Koei)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	INT. Intermediate

$59.95	8 players
4 megs	4 scenarios
Available now	Battery save
Historical strategy	Mouse-compatible

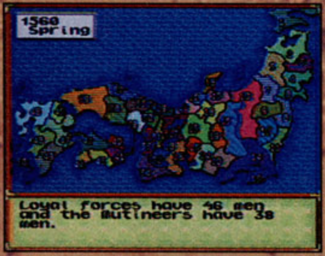


Ugo
BUZZ
AGE 24
HLTH 90 CHRM 87
DRIVE 71 INTEL 84
LUCK 88
Total 420

You can randomly select Daimyo characteristics — Health, Drive, Luck, Charm, and Intelligence.

PROTIP: Train troops often. It costs only a turn, and builds battle stamina.

This game's great for brainiac number-crunchers, which makes it an acquired taste for everyone else. You pick a state and then "build" a Daimyo by randomly generating five character values. You must enrich the economic base of your territory in order to build an army and conquer your neighbors. Of course, other, more powerful Daimyos are after your assets, too.



Loyal forces have 46 men and the mutineers have 38 men.

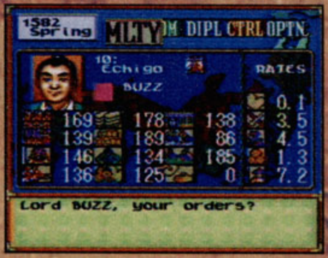
Choose from 50 Japanese states.

Veteran Koei samurai know that you'd better have a head for numbers! The cart tallies everything, including soldiers, gold, rice, loyalty, and even productivity potential. As the digits rise and fall, so does your empire.

PROTIP: Use a 40 percent tax rate. The people may complain, but it's workable.

PROTIP: Success or failure is based on fund-raising as much as fighting.

PROTIP: Give rice to soldiers to build up Morale and make them less likely to defect during battles.



Lord BUZZ, your orders?

These numbers mean business.

At least the swift computer blows the doors off other Koei games in terms of speed. However, Nobunaga's still requires a major time commitment. Games can span 40 years, and unlike other Koei carts, you basically make one move per category per turn.

You use an efficient menu-driven, point-and-click interface to run your state from four main menus — Military, Domestic, Diplomatic, and Control (which manages vassal states). The individual options are too numerous to list, but among your activities you can deploy Ninjas to trash enemy states, propose a strategic marriage, sell rice for profit, and even take out a loan.

When it's time for war, Nobunaga's becomes an entertaining game of strategy and tactics. Gone are the cartoony, hokey graphics. Instead, you get an excellent grid combat system, where you merely maneuver icons representing five military units. Since every state features different terrain, you must plan attacks and defenses according to the geography.

Nobunaga No-Nos

The graphics and sounds are in the Koei tradition: sparse but sharp. However, Nobunaga's contains even less animation and fewer graphics than usual. The sounds are similarly lean, dominated by crystal clear but repetitive Asian-sounding music.

Same As It Ever Was

Nobunaga's Ambition is another entertaining Koei recounting of Japanese history played by the numbers. G

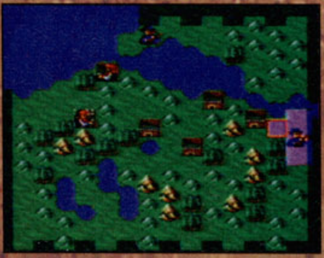
Liberty or Death

By Andromeda

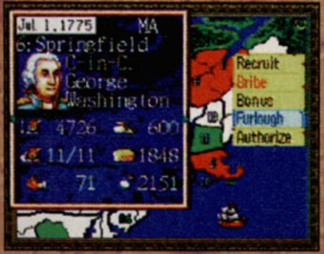
The few, the proud, the brave who have marched into combat in Koei's excellent series of historical RPGs will know that up until now, the battles have taken place in faraway Asian lands, featuring history that isn't familiar to most Westerners. Well, dust off your American history text and shoulder your musket – the British are coming!

Up the Revolution!

Liberty or Death is a mind-boggling strategy simulation that takes you back to the British colonies, circa 1776. Although you won't find much in the way of stimulating scenery, Koei's done their usual outstanding job of re-creating historical events by putting you in charge of rewriting history.



PROTIP: Study the battle terrain to decide which troops to bring along. For example, only Artillery units can build bridges.



Jul 1,1775 MA
6:Springfield
C-in-C.
George
Washington
4726 600
11/11 1848
71 2151

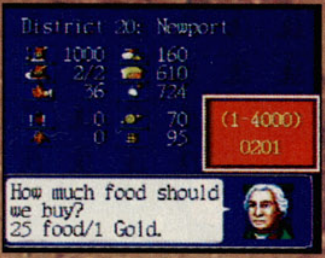
PROTIP: When an Officer's loyalty flags, try giving him a Bonus or sending him home on a Furlough.

Liberty or Death
(By Koei)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADV. Advanced

$72.95
12 megs
Available April

Historical strategy
2 players
Battery backup

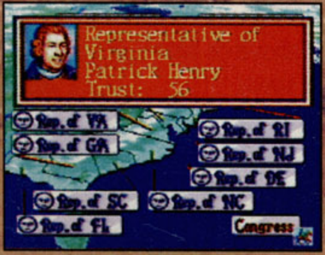


District 20: Newport
1000 160
2/2 610
36 724
0 70
0 95
(1-4000)
0201

How much food should we buy?
25 food/1 Gold.

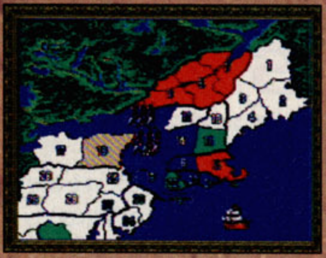
PROTIP: Keep at least as many Food units and about twice as many Gunpowder units as you have troops on hand.

You can march off to fight the American Revolution as either the Colonial Army or the British Redcoats, battling the CPU or another player. Per usual with Koei simulations, you'd better bring a head for numbers, and a willingness to worry about minor details. You won't learn as much about American history (unless you read the informative manual) as you will about the annoying details of keeping a rebel army solvent and happy.



Representative of
Virginia
Patrick Henry
Trust: 56

Special screens provide useful information about the colonial government and sympathies within each district.

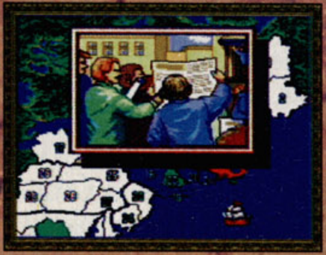


Study the map and strategize.

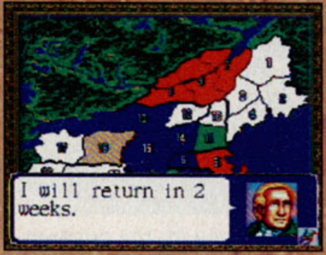
The game play relies on Koei's standard point-and-click menu system. The variety of options is extremely complex, and a detailed read of the manual is essential. In addition to the obvious, like troop movement and battle sequences, you must also keep an eye on morale, recruit new troops, pacify the occasionally testy Colonial government, borrow money to keep your army fed, and all the other minutia of making sure your Minute Men head for the battlefield and don't desert.

One If by Land, Two If by Sea

The main focus of the game play is to either drive the British out of the colonies or, if you're playing as the British, subdue the rebellious colonists. Winning a battle is all about knowing the numbers, since numerical superiority is usually the key to victory. This means knowing not just how many enemy troops guard a fort, but also their battle preparation, supplies and resources, and even the type of terrain you'll fight on. The actual turn-based battle is somewhat anti-climactic. Your view of the fighting is from an overhead perspective. As Commander in Chief, you move your troops across the battlefield, wait for your opponent to move their troops, attack, wait for your opponent, and so on.



PROTIP: It's easy to build Morale with Parades and Gazettes. Officers with high Tactics scores carry out Gazettes most effectively.



I will return in 2 weeks.

PROTIP: Before you attack a neighboring district, send in a spy to assess the number of enemy troops and the battle terrain.

Per other Koei classics, you won't find a concentration on revolutionary graphics or snazzy sounds. Once you've mastered the details, the menu system is easy to read, although highlighted text doesn't alter its color clearly enough. The repetitive music is guaranteed to send the troops into retreat.

Yankee Doodle Dandy

Despite the more familiar history, Liberty or Death is still probably foreign fare for most gamers. The huge amount of detail makes these absorbing simulations an acquired taste. But don't dump this cart into the harbor; you might just find it a revolutionary change of pace. G

Young Merlin Strategy Guide

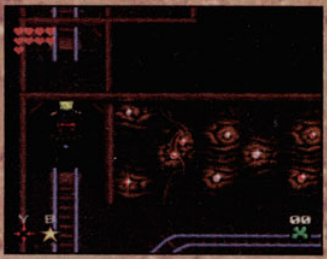
PART 3

By Lawrence of Arcadia

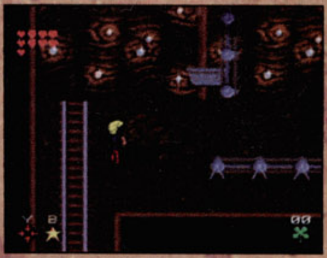
Welcome back, brave young apprentices! We have another installment of Young Merlin for you to ponder. This month we will take you through the Dungeons and finally into the Enchanted Forest.

We think you're pretty far along now, and we don't want to spoil your adventures with Young Merlin, so we'll make this our last installment. May the road open before you like an ancient scroll...long, dusty, and dry!

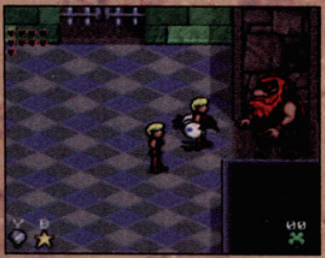
The Dungeon



In the room with the prisoner is a large gaping hole. Jump in and you'll ride a mining cart. Find the exit in the upper left-hand corner.

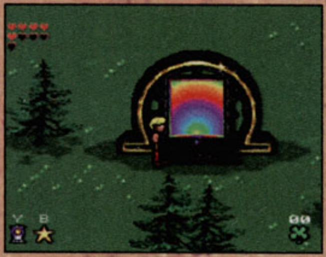


Near the exit is a large lump of Raw Ore. Grab it and jump on the carts behind you. You'll end up back on the first floor.

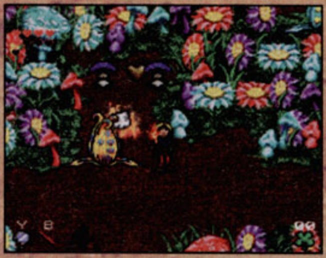


Put the Ore in the machine and you'll get the Purple Gem.

Walk south and you'll see the Dwarf King. Use the Mirror to attract his one-eyed bats, then go after him.

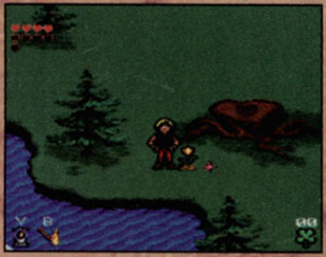


Take the gem to the waterfall and receive the Match and the Rainbow Gem. Take the Rainbow Gem to the doorway near Casolari's house.

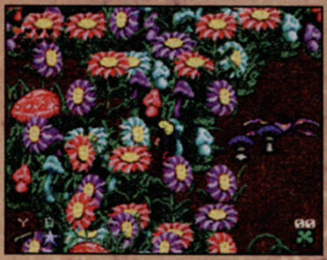


Be careful when using the Match. It takes a few seconds to recharge.

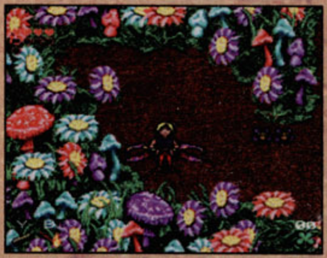
The Enchanted Forest



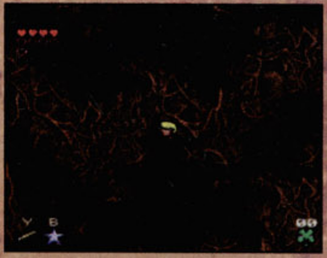
Your first priority in the Enchanted Land is to find Wooden Hearts. When you find a Heart, search for the Rainbow and exit. Now take the Heart to the tree stump and place it in the middle. Plant the flower as the tree instructs and you'll receive another item. The first is the Silver Shooting Star.



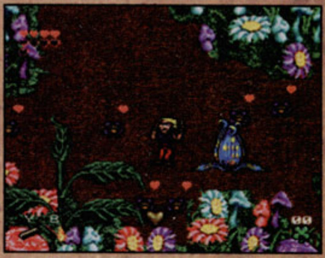
Be on the lookout for hidden areas among the flowers, like this path which leads to a Heart container.



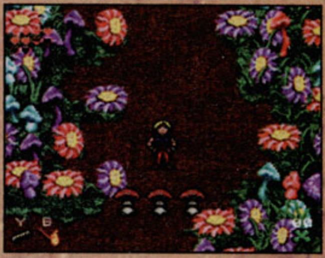
If you walk into open flowers, they will teleport you to different parts above the caves. Crawling into hives will transport you to different parts below the cave. Check an area around you. If you see an inaccessible area, you may need to go above or below ground to get there.



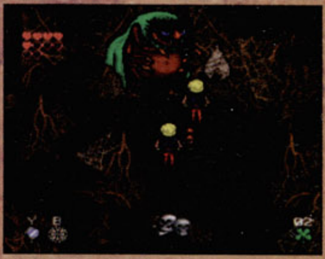
Try squeezing through areas that look inaccessible in the caves.



The second Wooden Heart gives you the Golden Comb. When Merlin brushes his hair with the Golden Comb, most enemies, awed by his dashing good looks, will stop in their tracks for a while.



Remember where this row of mushrooms is located, because you'll need them when you get the Snow Flake.



Don't go against Spyder just yet, but if you do happen to fall into her lair, use the Mirror to fool her offspring.

Young Merlin

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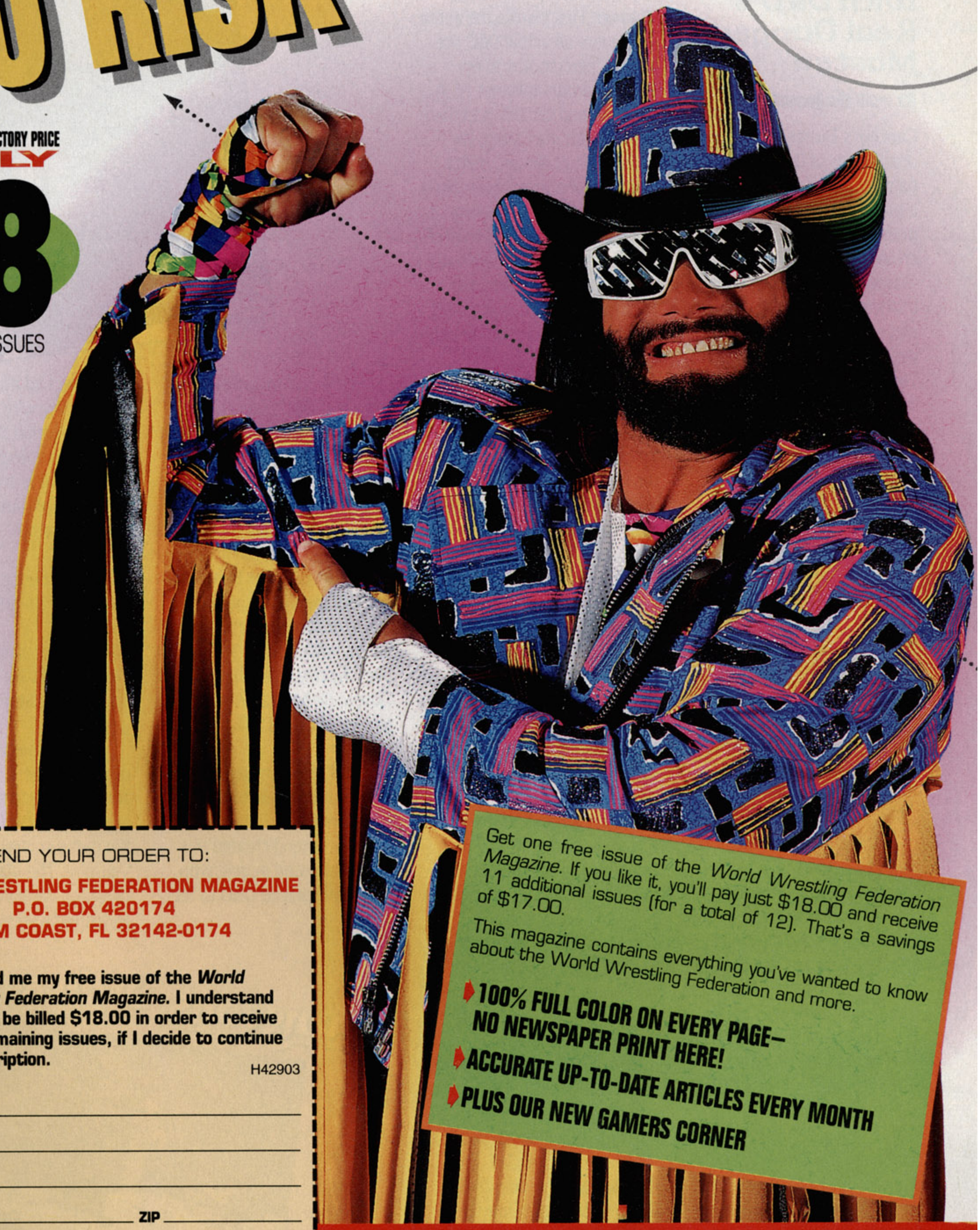

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RPG Industry Interview

One-on-One with D&D's Real Dungeon Master

By Indill the Incredible

Capcom's Dungeons & Dragons: Tower of Doom arcade game took the enthusiasm of a player and the wisdom of a grand Game Master (GM) to create. That GM was Alex "Raven" Jimenez, Capcom USA's in-house RPG guru, D&D player, GM for more than 17 years, and co-designer of Tower of Doom. Here are his thoughts on the development of the coin-op.

GP: How did you become involved in the project?

Raven: Capcom of Japan needed someone in the States who could be the intermediary between Capcom and TSR [the publisher of D&D] — someone who spoke the language. I joined in November '91. When we met with TSR in January '92, we discussed the difficulty of doing an arcade RPG that wasn't purely a punch/kick/slash game. Something very unique happened instead. We decided that we should write the story first and build the game around the story.

GP: How did you test your story ideas?

Raven: First I wrote the entire game into an actual D&D scenario. Then I took it to my gamers group at Planet 10 in San Jose and actually had them play it, with me GMing. We learned what did and didn't work by what the players liked. One revision we made was increasing the starting level of the characters, but there's still a big challenge to progress.

GP: How did you make D&D rules translate into game-play mechanics?

Raven: We wanted players to have actual control over the game while still using the rules. For example, we did saving throws by having the player quickly shake the stick. This motion actually feels like rolling a die!

GP: How was your approach to design different, given that the GM is the CPU and not a real live person?

Raven: The biggest difference between a human and a CPU is that a human will fudge. They'll fudge a die roll, or give the players or the monsters a break to increase the challenge. With that in mind we put two innovations into the game. One, the player has more control over his character. Two, we branched out the story with multiple pathways. There are different sub-adventures, and the game doesn't go stale too quickly. In every adventure I've ever written as a GM, the most frustrating thing is knowing there are parts the PCs [Player Characters] never get to play. The satisfaction I'm going to feel with the coin-op is immense.

GP: How has response been from real D&D players?

Raven: The best compliment I received was when a player at Gen•Con [the world's largest role-playing game convention] said, "This is D&D that was written by a DM [Dungeon Master]." The other thing that cracked me up was when a group of four players had beaten an ogre and started arguing over the treasure. That's when I knew we had captured the true essence of D&D.

GP: Will the game appeal to players who have no D&D experience?

Raven: When I created this game, I wanted people who had never played D&D to feel that they had after they played. If you're new to RPGs, remember that this is an epic fantasy. A little common sense and a lot of bravery will get you through. And think like your character.

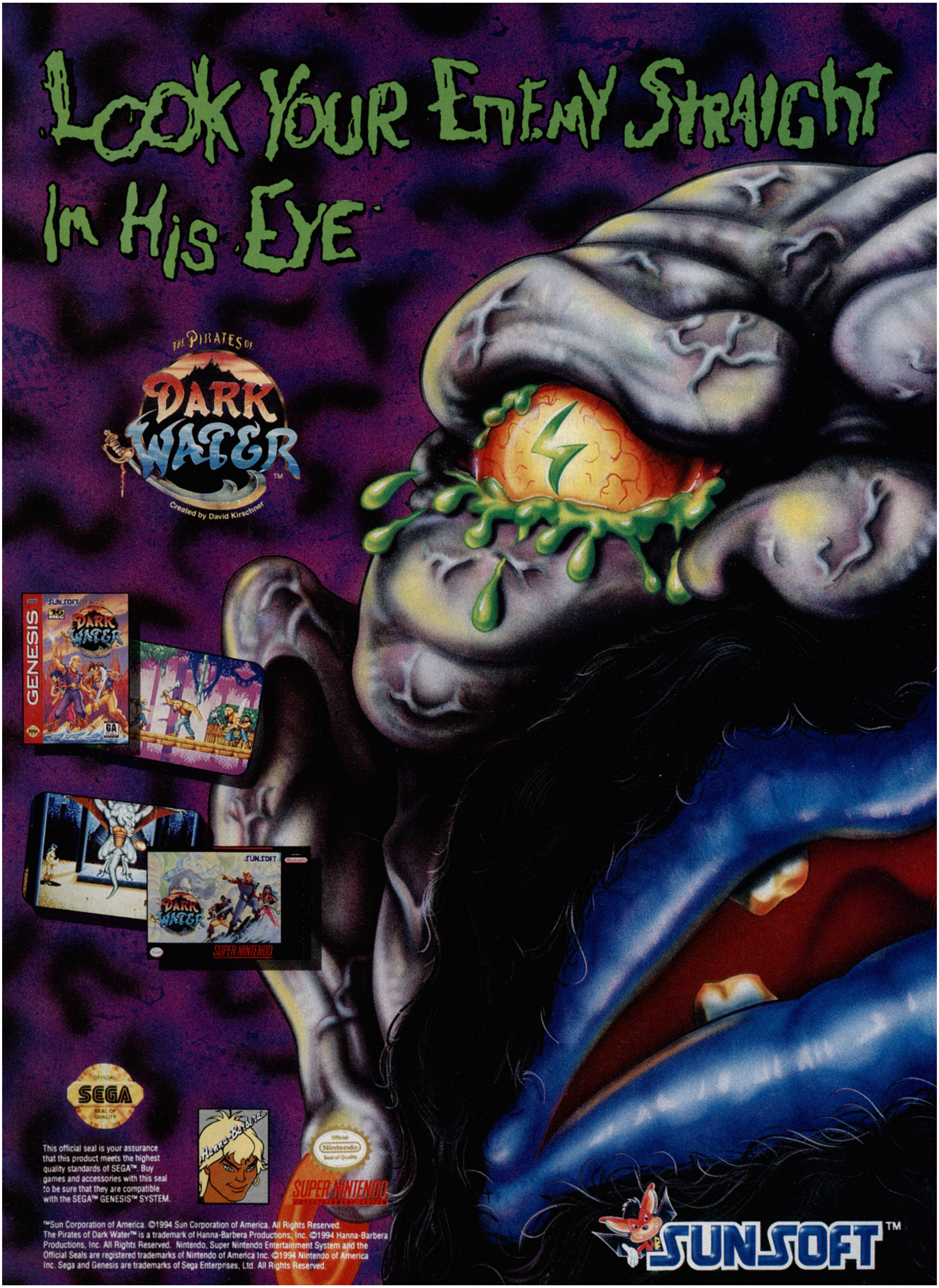
GP: Any chance Tower of Doom will be published as a module?

Raven (smirking): Ask Jim Ward at TSR. We'll have to see how it does in the arcades.

GP: What's next in the future of the Raven?

Raven: I want to bring some of my other favorite RPGs to the game screen, such as Vampire: The Masquerade (my favorite), Werewolf: The Apocalypse, or Cyberpunk.

Dungeons & Dragons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IN HIS EYE
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WARIO LAND
SUPER MARIO LAND 3™

By Boss Music

Mario's home is his castle, and when Wario tried to swipe the plumber's palace in Super Mario Land 2, he got flushed down the toilet. Now Wario figures that if you can't steal happiness, you can buy it. Super Mario Land 3 returns Wario to his dastardly quest of trying to acquire the biggest castle on the planet, but this time you get to help the big bad boss man on his mission.

Now You're Playing with Evil

Wario looks like a twisted, crooked, demented version of lovable Mario: conniving smirk, misshapen nose, snake-like eyes. Ain't he great? You play this game as Wario and explore 40 levels (seven worlds) of exciting Mario-style action with a twist. Your goal is to amass enough treasure to buy a retirement home that would make Donald Trump jealous.

Wario's moves and techniques are original, but they stay within the standard Mario side-scroll format. Instead of munching wimpy mushrooms or fireflowers, Wario powers up by donning some stylish hats. Not only does he look debonair, but he can also use them to fly, overpower enemies, or breathe fire.

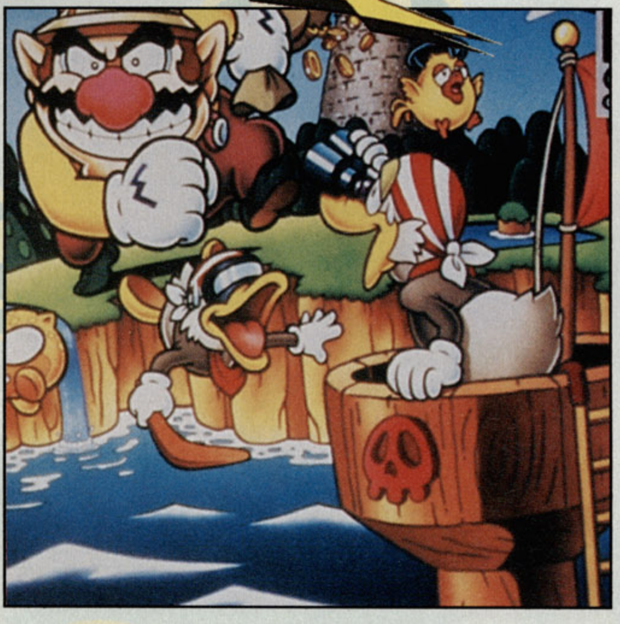
The look and feel of the game is similar to SML 2, but this game's four big megs promise to enhance many of its predecessor's top qualities. The graphic sprites are very large and bold by GB standards, and more detail is noticeable in the facial expressions and animation. The overland maps are as good-looking as they are comical, with names like Sherbert Land and Parsley Woods.

Wario's enemies in this cart are the Pirates of Kitchen Island, who possess stolen treasures beyond any greedy creep's imagination. Wario must find all these secret items. The game ending varies according to how much wealth you find – you can build a birdhouse or a fortress, it's up to you! (And it won't be easy with bad bosses like Dastardly Duck and Bucket Head in your way.)

Wario's Revenge

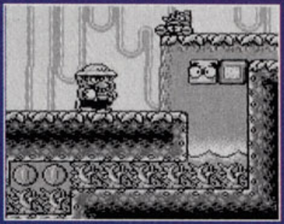
You don't know what it's like to be a crook until you've walked a few levels in Wario's shoes. Maybe Wario's a pretty nice guy after all...NOT!

Wario Land: Super Mario Land 3
By Nintendo
Available April



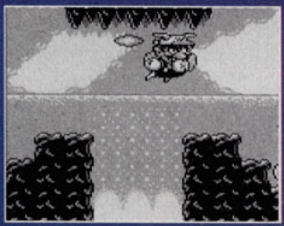
WARIO'S HAT TRICKS!

Regular Wario



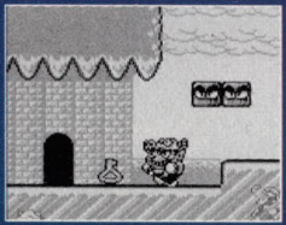
The Garlic Hat is Wario's normal attire when he's big. If he gets hit, he becomes small Wario.

Jet Wario



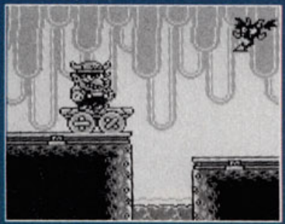
Fly into the wild black-and-white yonder. You can press B to deactivate the flight.

Dragon Wario

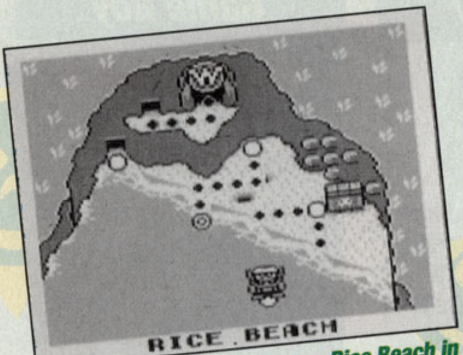


Wario can breathe fire to toast enemies in his path.

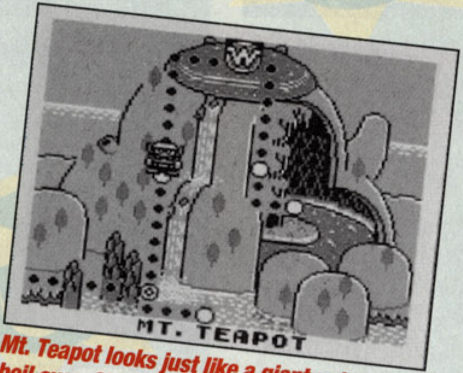
Bull Wario



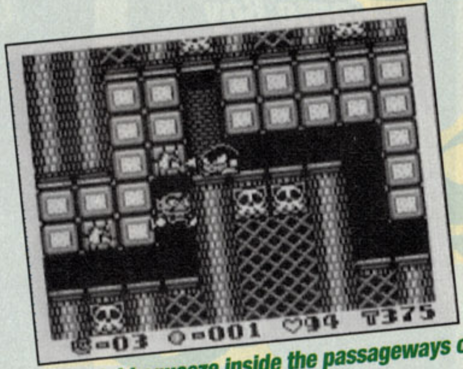
Wario can charge at blocks and bash them, increase his attacking power, and slam the ground to stun enemies. Also, he can stick to the ceiling while enemies pass under him.



Wario begins his adventure on Rice Beach in World 1. The overhead-view map is similar to Super Mario World and enables the big W to explore several paths.



Mt. Teapot looks just like a giant pot, ready to boil over. Check out the teafalls!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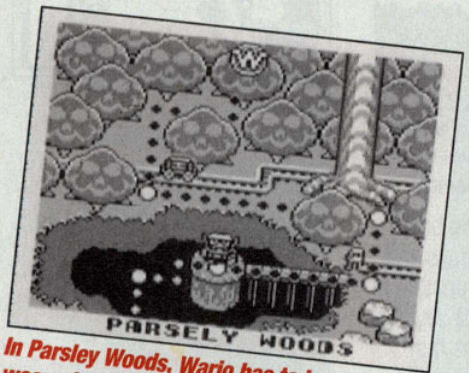
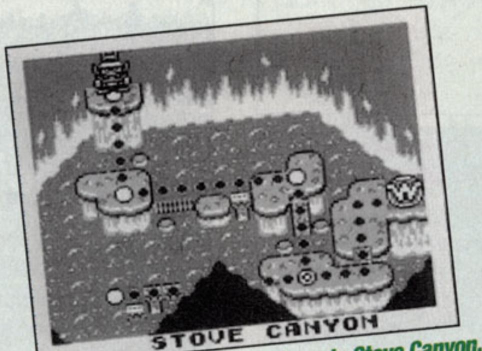
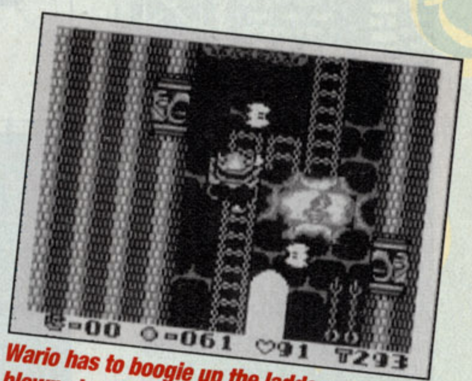
It's a tight squeeze inside the passageways of Syrup Castle.


PARSELY WOODS

In Parsley Woods, Wario has to jump and weave fast enough to keep up with a railroad car, or he'll get smashed on the ground. This is similar to the airship stages of SMB 3.


STOVE CANYON

Wario's journey really heats up in Stove Canyon.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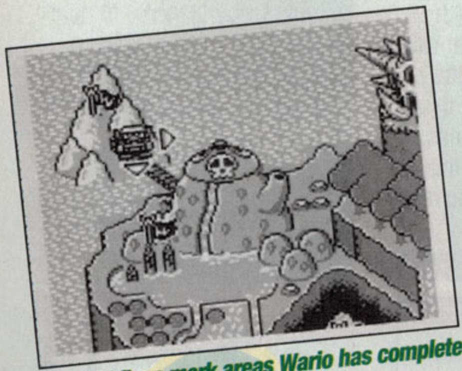
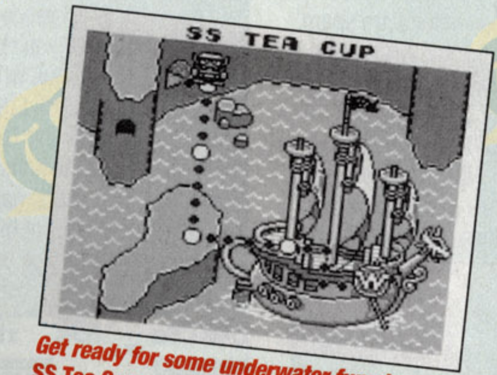
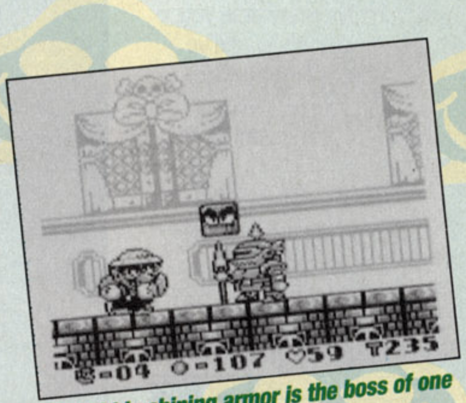
Wario has to boogie up the ladders, or he'll be blown sky-high by the statues.



Big "W" flags mark areas Wario has completed.



Get ready for some underwater fun aboard the SS Tea Cup.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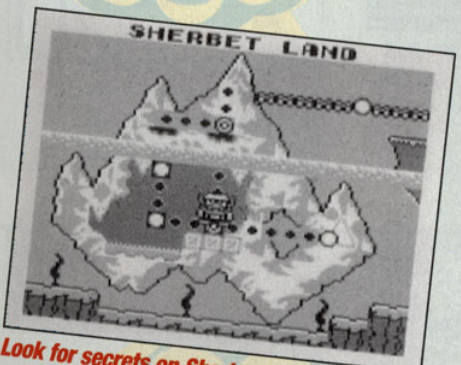
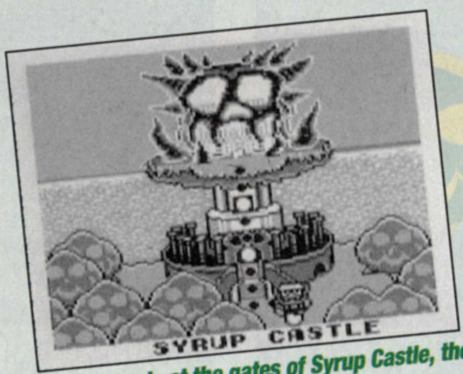
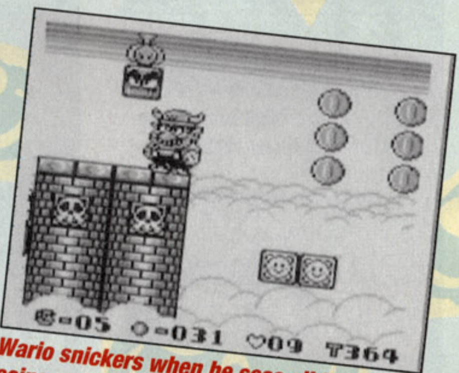
A knight in shining armor is the boss of one section of Syrup Castle.


SHERBET LAND

Look for secrets on Sherbert Land.


SYRUP CASTLE

Wario stands at the gates of Syrup Castle, the final area of the game.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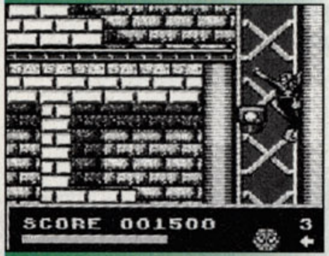
Wario snickers when he sees all the golden coins waiting to be snatched up by his greedy hands.

Game Boy

Spider-Man and The X-Men in Arcade's Revenge

By Doctor Devon

Imprecise controls might make you want to squash this Spider, man, but good graphics will keep you playing.

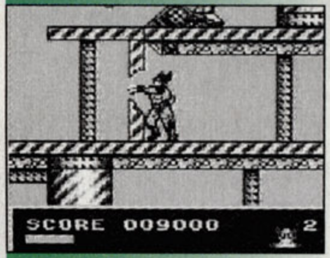


PROTIP: Memorize the order for finding the Level 1 security sensors.

As in last year's Genesis game, you start as Spider-Man, who web-slings his way toward the X-Men and the evil Arcade. After Level 1, you play as any of the X-Men, each of whom has a special attack. The first level is a tedious maze that you must re-solve every time you restart. Passwords would've helped, especially since frustrating controls make your jumps clumsy and your shots hard to aim.

The sprites are small, but there's good detail in the backgrounds. Average sound effects contribute little.

You'd have to be a devoted Spider-fan to love this game.



PROTIP: Wolverine's claws can slice through some walls.

Spider-Man and The X-Men in Arcade's Revenge
(By Acclaim)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	3.0	INT. Intermediate

$29.95
Megs not available
Available now
Action/adventure

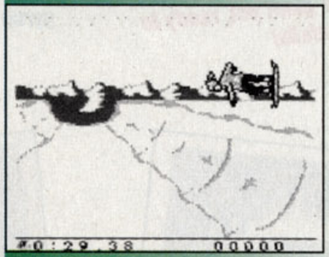
1 player
6 levels
Side view
Multi-scrolling

Game Boy

Sports Illustrated for Kids: The Ultimate Triple Dare!

By Coach Kyle

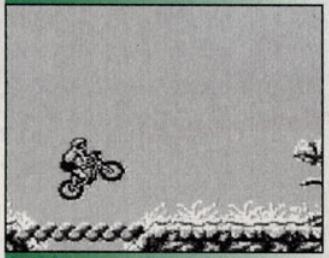
Other games enable you to ride skateboards, snowboards, or bikes – SI for Kids enables you to ride all three! You compete in six events. It's tough, but it's fun.



PROTIP: Your skateboarder needs to be pointing down to land safely in the Halfpipe.

The variety of game play and the multiple views ensure that you won't soon tire of this game. For example, you watch from behind the skateboarder in Halfpipe and get an overhead view of your urban skateboarder. Some events have dense graphic detail, others are spare. Throughout, you'll wish there were lively sound effects.

The game is deceptively difficult and may frustrate some kids. With practice, though, you'll find a sport worth working up a sweat for.



PROTIP: Bridges look safe for your mountain biker, but they aren't. Jump 'em all.

Sports Illustrated for Kids: The Ultimate Triple Dare!
(By T•HQ)

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.5	3.5	INT. Intermediate

$29.95
2 megs
Available now
Outdoor sports

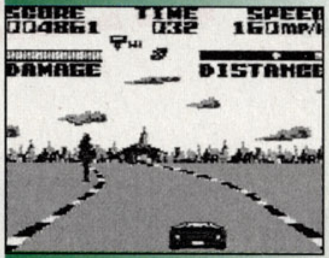
1 player
6 events
Multiple views
Multi-scrolling

Game Boy

Chase HQ 2

By Scary Larry

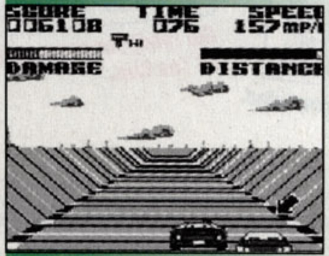
Chase HQ, that run-'em-down-and-crash-'em-into-submission racing game, is back with a Game Boy sequel. If you're a fan, you'll like it. If not, keep your eyes on the road.



PROTIP: Try to stay tight inside the corners, and you won't hit anyone rounding the bend.

In Chase HQ 2, you're back crashing into the bad guys and arresting them. Unfortunately, it looks like the same bad guys and the same car as the first Game Boy Chase HQ. You're not going to see anything that you haven't seen before.

The music is no dance-hall derby either, so all you're left with is the game play, which isn't too complicated: Steer with the directional pad, hit Turbo and Gas with the buttons. If you like Game Boy driving games, you may get a kick out of this portable "Cops." If not, you're in for one long drive.



PROTIP: When you see the bad guys, trap them in a corner for maximum damage.

Chase HQ 2
(By Taito)

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	3.0	INT. Intermediate

Price not available
1 meg
Available now
Racing

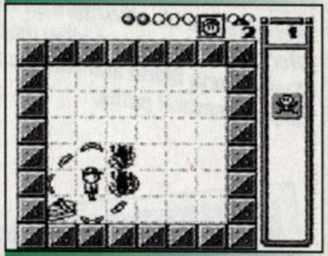
2 players (with Game Link)
First-person perspective

Game Boy

Stop That Roach

By Lawrence of Arcadia

Koei's not messin' around with army generals or samurai chieftains. They've got something even more wily and cunning...cockroaches.

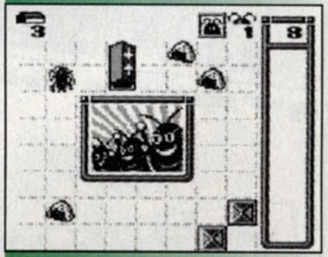


PROTIP: Your first priority should be to scatter the roaches. Use the Slipper Smack.

You battle for control of the floors in this twisted puzzler. Keep the roaches away, and you advance. Let the roaches near the goodies, and they'll raise the Roach flag.

You get a variety of roach-rippers (like the Slipper Smack and the Broom Bash), but you get only a limited number of moves, so plan wisely. The grainy, seedy graphics fit right in, and the animations when the roaches win are very funny. Good music sets the pace for a very funny offbeat game.

Stay away if you can't stand bugs, but jump right in if you want a mild strategy game for your Game Boy.



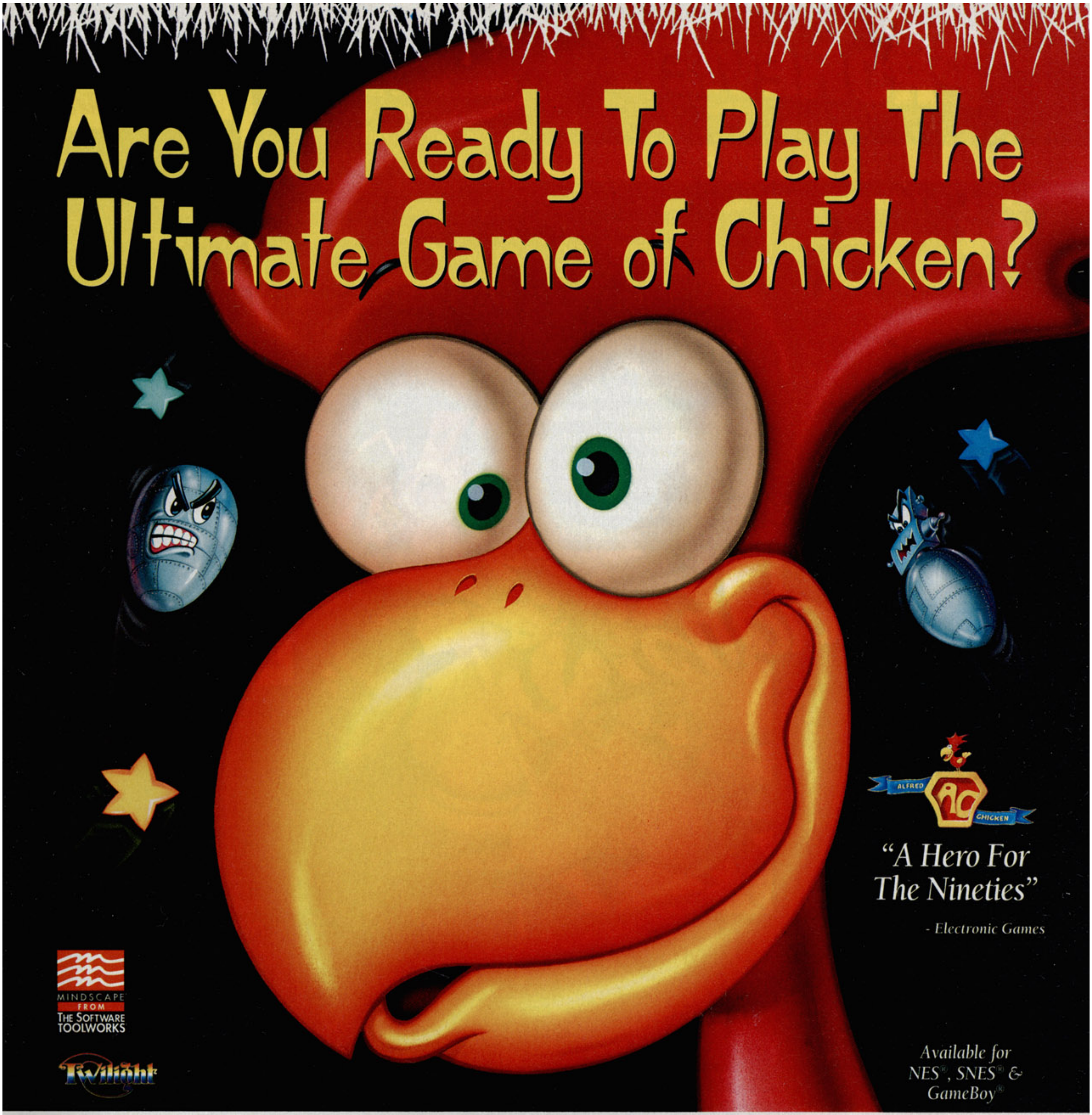
These roaches are in it for the win (and the sweets)!

Stop That Roach
(By Koei)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

$26.95
1 meg
Available June

1 player
Strategy
Overhead view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Game Gear

By Andromeda

You know the story...boy meets girl, boy loses girl to evil sorcerer, boy vanquishes sorcerer and gets girl back. No, it's not Prince of Persia, it's Aladdin. This hand-held version of the Disney flick mimics Prince of Persia with some of its moves, but unlike the former, it's definitely for beginners only.

Disney's Aladdin

You've Got Three Wishes

As Aladdin, you run, jump, creep, crouch, and fight your way through the game's seven levels. Throughout, Aladdin has to navigate past obstacles and dodge the Sultan's guards. The game play for each level varies, and it's very different from the Genesis version. Some levels are like a steeplechase, with Aladdin leaping over barrels, across rooftops, and over pits. Others are Prince of Persia-style mazes, where Aladdin has to find keys, open doors, and escape from a labyrinth of passages.

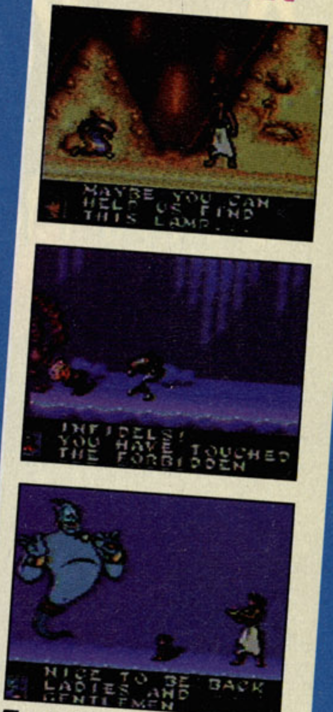
Aladdin lives or dies by a simple damage system, and the only special items he can find along the way are food, keys, rocks to throw in the Palace, and Scarabs (continues). The strategy is in figuring out how to use Aladdin's various moves, which require different combinations of button presses. The only hard part about the game is mastering the moves. They're easy to learn, but not to execute, due to the Game Gear's sluggish controls.

Come to the Kasbah

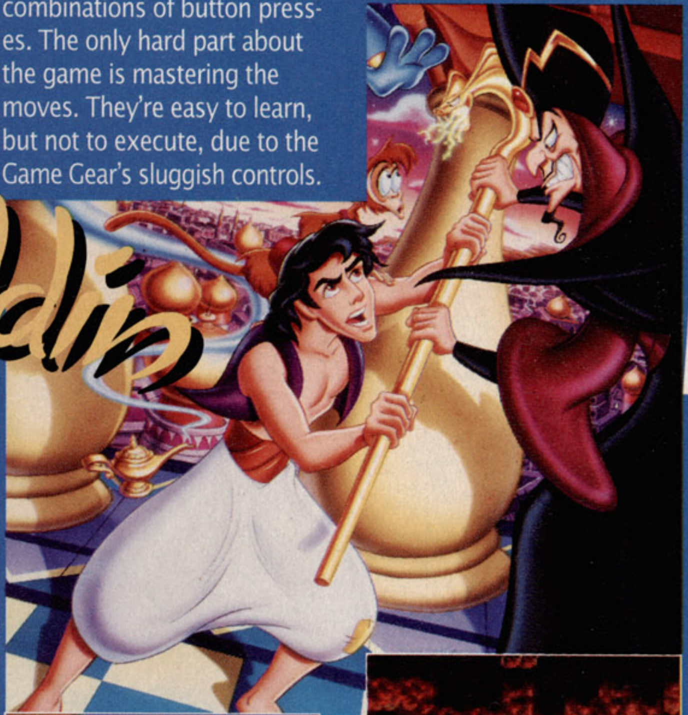
Aladdin's graphics are beautiful. Nicely drawn backgrounds and beautifully animated characters highlight the action. The game also features extensive animated sequences that tell the story of the movie.

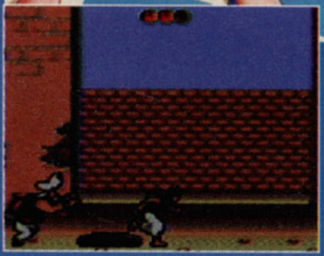
Soundwise, recognizable tunes from the flick jazz up the action. Hum along to "Whole New World" and other award-winning songs.

Aladdin Art

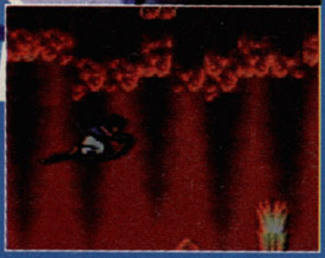

MAYBE YOU CAN HELP US FIND THIS LAMP...
INFIDELS! YOU HAVE TOUCHED THE FORBIDDEN
NICE TO BE BACK LADIES AND GENTLEMEN

These animated sequences are beautiful, but it would've been better to see more game play.

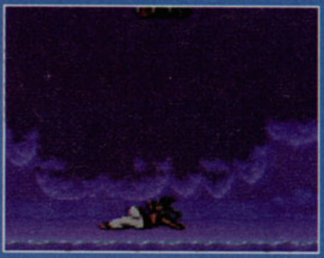




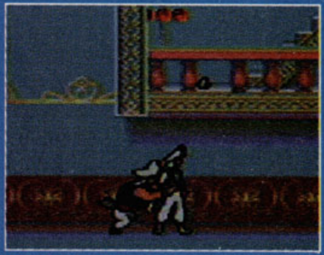
PROTIP: If you fall into a hole, you lose a life. It's more important for you jump over the holes than to evade the barrels.



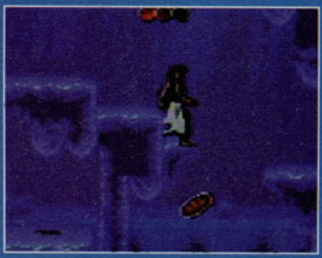
PROTIP: Cruise through the Cave of Wonders in the upper area, because the lava jets spray out of the bottom.



PROTIP: When you reach this low crawlspace in the cavern, tap Left twice on the control pad to run, then hit Button 1 to slide.



PROTIP: When you reach the Palace, run to the right as fast as possible to avoid being skewered by a guard.



PROTIP: The French Bread in the cavern is instant death.

Like the Genesis version, this cart's definitely aimed at younger and beginning gamers. Intermediate or advanced players will sail through the game in an hour or two, though some levels, like the Palace, are pretty complicated. It would have been better to spend less memory on the animated sequences and more on putting better game play into the cart.

One Step Ahead of the Bread Line

Although it's a great-looking game with some good moments, Aladdin's not gonna be what you've been wishing for unless you're a beginning gamer. A whole new world it ain't. G

Game Gear Game ProFile

Disney's Aladdin

(By Sega of America)

GA

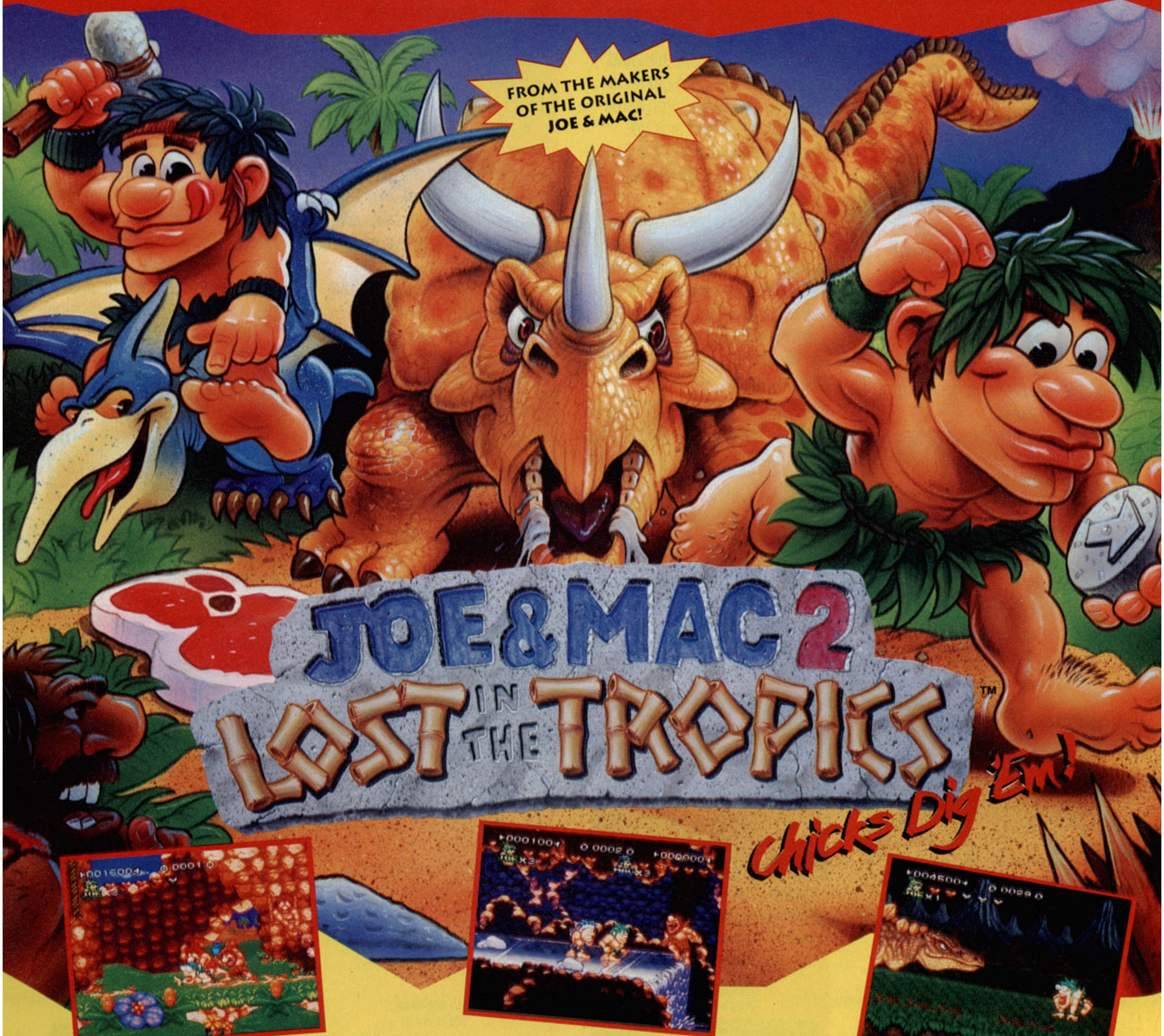
This latest version of Aladdin looks great, but it'll fulfill the wishes of beginning players only.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.0	3.0	BEG. Beginner

$39.99
4 megs
Available now
Action/adventure
1 player

7 levels
Side view
Multi-scrolling
Passwords

LOVE 'EM OR CLUB 'EM!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Game Gear

Captain America and the Avengers

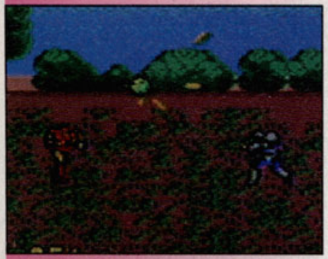
By Manny LaMancha

Comic books like Spider-Man and Captain America can make exciting video games if they have adequate game play. Sadly, Captain America is a forgettable scroller.

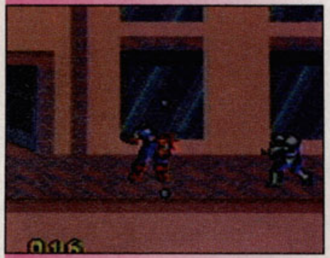
You can choose from one of four superheroes: Iron Man, Vision, Hawkeye and Captain America. The characters are similar, but each has different firing and jumping abilities. The control is comparable to other shooters.

Unfortunately, the game is nondescript. The animation and sound are mediocre and don't push the hardware. As far as game play, you're gonna get plastered, so just dive into the action, and bully your way through the enemies.

Overall, Captain America is not very innovative or exciting. This superhero isn't even a super-near-o.



PROTIP: Keep some distance between you and your foe.



PROTIP: When you reach the right side of the screen, back up and analyze your enemy's firing patterns.

Captain America and the Avengers
(By Software Toolworks)

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	ADJ. Adjustable

$34.95	Side view
Available now	Multi-scrolling
Beat-em-up	Sega rating: GA, General Audiences
1 player	
5 levels	

Game Gear

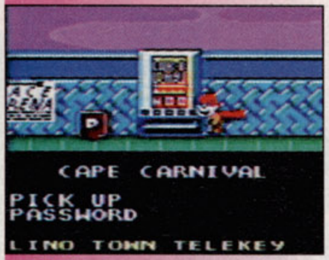
Cosmic Spacehead

By The Tummynator

If you're looking for a great point-and-click text adventure for the Game Gear, there's no need to look to the stars. Cosmic Spacehead is now on the Game Gear, and it's futuristically fun.

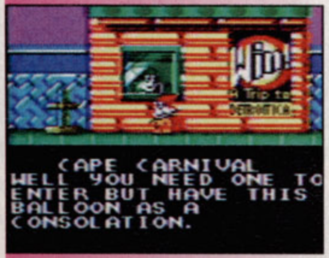
The story line remains the same. Cosmic wants to get to Detroitica to see the car races, and you have to help him find all the ingredients to get there. To accomplish that, you scroll through items and pick up passwords just like in the Genesis game (see ProReview, February '94).

The graphics retain their cartoon charm and include some colorful backgrounds, while the music is fairly effective. If you have a Game Gear and time to spare, you should check out what's up with Cosmic and help him along.



CAPE CARNIVAL
PICK UP PASSWORD
LINO TOWN TELEKEY

PROTIP: Leave passwords where they are until you go through the more difficult stages, then return to them.



CAPE CARNIVAL
WELL YOU NEED ONE TO ENTER BUT HAVE THIS BALLOON AS A CONSOLATION.

PROTIP: Take that balloon that's offered as a consolation prize. There's a certain monster that may need a lift.

Cosmic Spacehead
(By Codemasters)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$39.95	Side view
2 megs	Passwords
Available now	Sega rating: GA, General Audiences
Graphic adventure	
1 player	

Game Gear

Ms. Pac-Man

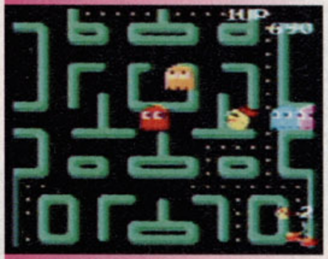
By Lawrence of Arcadia

She's back, and she's badder than an Olympic contender. Ms. Pac-Man brings all the fun and excitement of the arcade game to the Game Gear.

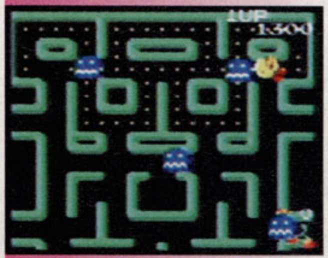
If you loved the Pac-Man games, then you loved Ms. Pac-Man, and if you loved Ms. Pac-Man at the arcades, you'll love her here, too. It's just as good as the arcade game, and it has the music, to boot.

Younger players who don't remember the original will be fascinated by the maze game that made millions. The controls are easy to learn, and this is one game you don't need a manual to play.

Ms. Pac knows her stuff, and she's ready to show it on the Game Gear. You go, girl!



PROTIP: Use the tunnels to slow down fast-approaching enemies.



PROTIP: Listen for audio clues when your enemies are about to change from edible blue back to their original colors.

Ms. Pac-Man
(By Namco)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

$29.95	1 player
1 meg	Side view
Available now	Sega rating: GA, General Audiences
Arcade	

Game Gear

Zool

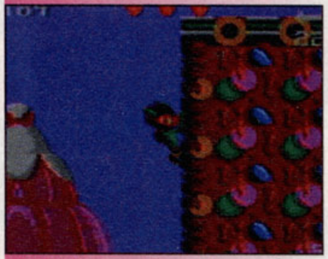
By Manny LaMancha

Zool, star of the acclaimed Genesis game, has been shoehorned into a Game Gear version. The transition doesn't seem to have hurt him one bit.

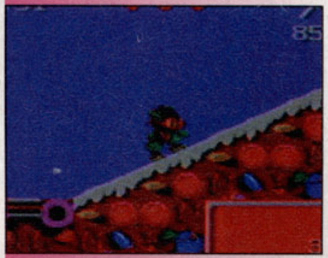
Throughout four worlds of puzzling action, Zool has to grab as many candies as he can. Along the way, his progress is impeded by various cronies of his arch-enemy, Krool. They get in the way, but they turn into health-saving hearts if jumped on.

Great graphics and sound abound, and the game play is crisp, requiring careful navigating to avoid the bothersome foes and hazards. Once the exit appears, the directional arrow guides you, but it usually requires controller calisthenics to exit before time runs out.

Zool is a great game-on-the-go for Game Gear owners.



PROTIP: Practice clinging to walls and making jumps from the sides of platforms. These skills are essential to saving your life count.



PROTIP: Don't get too out of control on the ice slides. There may be a hazard at the bottom of a hill.

Zool
(By Gametek)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.0	ADJ. Adjustable

$39.95	Side view
Available April	Multi-scrolling
Action/adventure	Sega rating: GA, General Audiences
1 player	
4 worlds	

IT'S LIKE CHINESE FOOD . . . AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.

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Shanghai II's tiles are never arranged the same way twice, so each and every game is a whole new challenge. And ever more difficult with each new level that awaits you as your skill improves.

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SHANGHAI II
DRAGON'S EYE
ACTIVISION
GA

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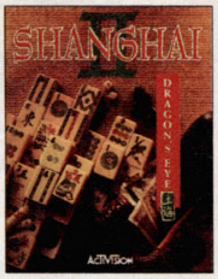

Help yourself to Shanghai II: Dragon's Eye, but beware . . . once you start, you'll never get enough!

Shanghai II Dragon's Eye is available in Sega Genesis, DOS, Windows and Macintosh formats. See your local retailer or call 1-800-477-3650.

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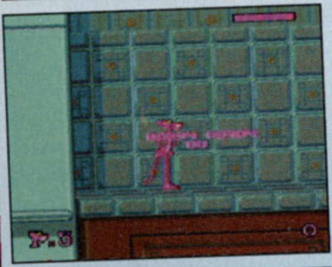
S.W.A.T.PRO

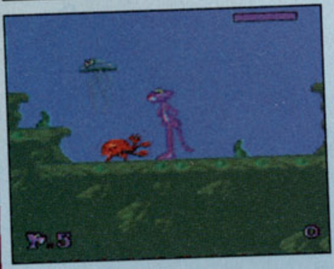
Video Game Strategies, Weapons, and Tactics

Genesis

Pink Panther in Pink Goes to Hollywood

Stage Select, Invincibility, and Restore Health Meter





To get great cheats, plug in two control pads. Turn on the Genesis and then **simultaneously press and hold Buttons A and C on Controller One, and Button B on Controller Two**. If you hear a crash sound after the TecMagik logo fades, the trick worked.

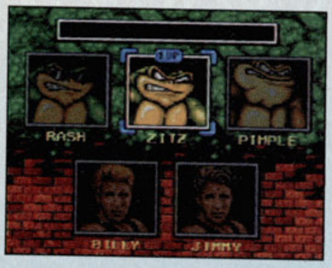
When your game begins, press Start to Pause, and then use Controller One to activate the cheats. **Press Button C** to make the cheat menu appear. **Press Left or Right** to choose the number of the stage you want to play. **Press Button B** to become invincible, and **press Button A** to restore your health meter. Press Start again to unpause the game and return to play with the cheats in effect.

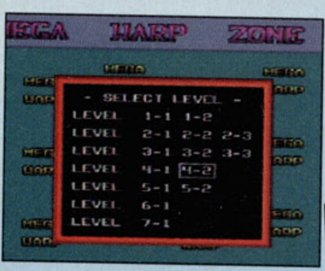
Perry Marshall, Hartford, CT

Genesis

Battletoads/Double Dragon

Level Select and Extra Lives





```
 - SELECT LEVEL -
LEVEL   1-1 1-2
LEVEL   2-1 2-2 2-3
LEVEL   3-1 3-2 3-3
LEVEL   4-1 4-2
LEVEL   5-1 5-2
LEVEL   6-1
LEVEL   7-1
```

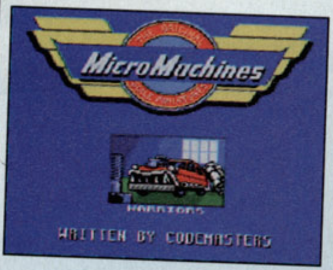
This toadally hot level-select trick also gives you extra lives. At the character-select screen **press Down, Up, Up, Down, C, A, then B**. Select your Toad or Dragon, and then press Start. A Select Level screen will appear. It enables you to choose any level and gives you ten lives, to boot.

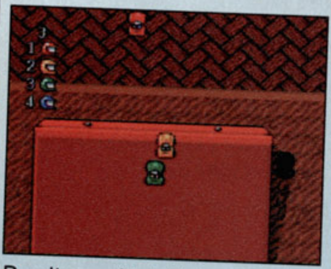
Brad Miller, Darien, CT

Genesis

Micro Machines

Infinite Lives





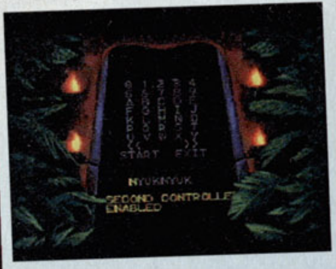
Rev it up with infinite lives in Micro Machines. When the title screen appears, **press B, Down, C, Down, Up, Down, Left, Right**. Now you can drive with reckless abandon.

Jorg Gronowski, Nordrhein-Westfahlen, Germany

Genesis

Jurassic Park

Debug Mode



This prehistoric password will get you into a Debug mode. When the password screen appears, enter NYUKNYUK. The words "Second Controller Enabled" will appear. Plug in Controller Two, and you can use it to go to any point within the game. If you push Start on Controller Two, the game will reset to normal play.

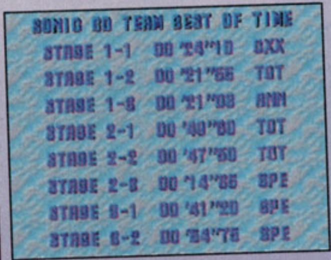
Jamie Christiansen, Park City, UT

Sega CD

Sonic CD

See the Game Designers' High Scores

SONIC CD
THE HEDGEHOG
PRESS START
© 1993 SEGA



```
SONIC CD TEAM BEST OF TIME
 STAGE 1-1  00'24"10  OXX
 STAGE 1-2  00'21"55  TOT
 STAGE 1-3  00'21"08  ANN
 STAGE 2-1  00'40"80  TOT
 STAGE 2-2  00'47"50  TOT
 STAGE 2-3  00'14"85  SPE
 STAGE 3-1  00'41"20  SPE
 STAGE 3-2  00'54"75  SPE
```

This game's designers think they're hot stuff. To check out their scores, **press Right, Right, Up, Up, Down, then Button C.**

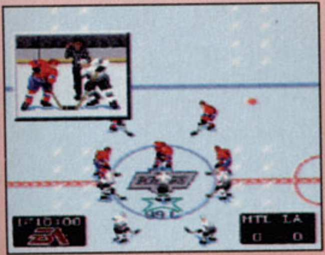
Stan Crespy, Chico, CA

Super NES

NHL '94

Password

NHL 94
ADDITIONAL PROGRAMMING
ERIK KISS



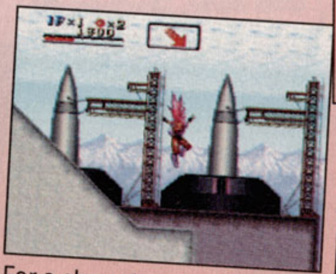
Here's a password that'll let you play in the Stanley Cup Finals as the LA Kings vs. Montreal. Just enter BJFC1CCM1XX9VJDG.

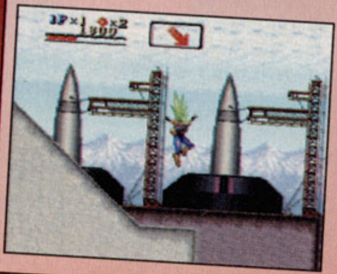
Ned Storm, Cleveland, OH

Super NES

Run Saber

Change Your Character's Colors





For a character of a different color, press Start to pause the game anytime during play. To change your character's colors, press Select and watch 'em change.

Rick Garson, Sterling, VT

Super NES

Teenage Mutant Ninja Turtles Tournament Fighters

Rev Up the Action

TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT
FIGHTERS
TOURNAMENT
VS BATTLE
OPTION
STORY BATTLE
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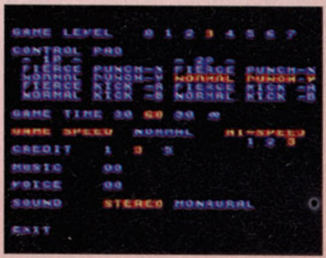


```
GAME LEVEL     0 1 2 3 4 5 6 7
CONTROL PAD
 - 1P -              - 2P -
 PIERCE PUNCH-X  PIERCE PUNCH-X
 NORMAL PUNCH-Y  NORMAL PUNCH-Y
 PIERCE KICK -A  PIERCE KICK -A
 NORMAL KICK -B  NORMAL KICK -B
GAME TIME 30 60 99 ∞
GAME SPEED   NORMAL    HI-SPEED
                         1 2 3
CREDIT     1  3  5
MUSIC      00
VOICE      00
SOUND      STEREO MONAURAL

EXIT
```

Here's a hot tip to speed up the action in Tournament Fighters. At the Game Select screen, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller Two**. If you've done it correctly, you'll hear Aska's voice. Now, go to the options screen. You'll have a Third Hi-Speed setting, which gives the game almost SFII Turbo speed.

Ramzi Nuseibeh, Aurora, IN

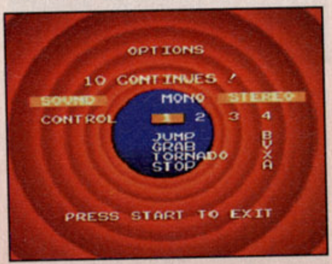
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

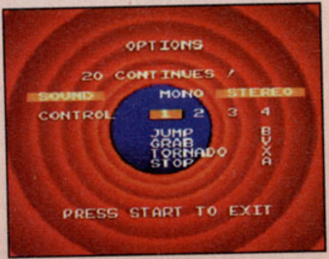
Super NES

Taz-Mania

A Devil of a Trick



OPTIONS
10 CONTINUES
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP GRAB TORNADO STOP
B Y X A
PRESS START TO EXIT



OPTIONS
20 CONTINUES
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP GRAB TORNADO STOP
B Y X A
PRESS START TO EXIT

These awesome tricks get you extra continues and a stage select for Taz-Mania. At the title screen, press Select to go to the Options menu. At the Options menu:

For ten continues,
press B, A, Y, A, X, A.

For 20 continues,
press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A.

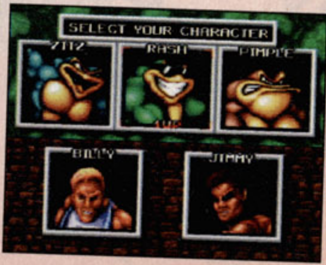
To Activate a Stage select,
press A, Y, A, Y, X, Y, B, A, R, L.

Robert Fortney, Huntsville, AL

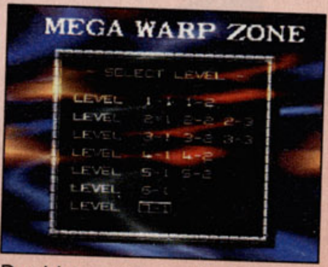
Super NES

Battletoads/ Double Dragon

Level Select and Extra Lives



SELECT YOUR CHARACTER
ZITZ
RASH
PIMPLE
BILLY
JIMMY



MEGA WARP ZONE
SELECT LEVEL
LEVEL 1-1 1-2
LEVEL 2-1 2-2 2-3
LEVEL 3-1 3-2 3-3
LEVEL 4-1 4-2
LEVEL 5-1 5-2
LEVEL 6-1
LEVEL

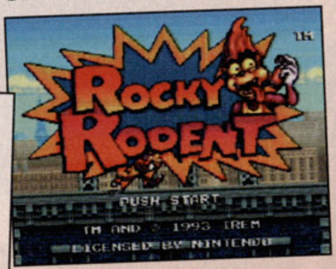
Double your fun with this level-select trick that also scores you extra lives. At the Select Character screen, **press Up, Down, Down, Up, X, B, Y, then A**. Select a hero and press Start. A level-select screen will appear that you can use to choose any level. You'll also get ten lives!

Brian Norse, Cleveland, OH

Super NES

Rocky Rodent

Unlimited Continues



ROCKY RODENT
PUSH START
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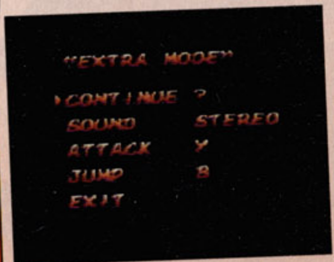

"EXTRA MODE"
CONTINUE ?
SOUND STEREO
ATTACK Y
JUMP B
EXIT

To snare unlimited continues for Rocky, wait until he's running across the title screen, and then **press Y, A, Right, A, B, and A**. If you've done the trick correctly, an Options screen will appear. Go to Continue, and change the number to **?**. This gives you unlimited continues.

Heemal Dhanjee, Winnetka, CA

Super NES

Super Baseball 2020

Password

2020 Super Baseball
TRADEWEST
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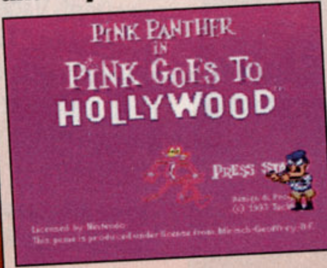
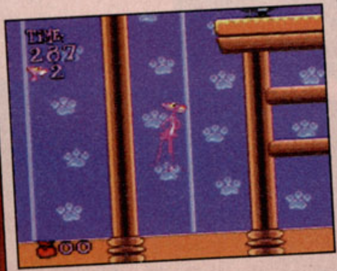
Need some help getting to the final game of Super Baseball 2020? Step up to the plate with this password that'll put you in the final with the Tropical Girls. Enter the password **6A87BBC439E7**, and prepare to swing away.

Super NES

Pink Panther in Pink Goes to Hollywood

Debug Mode, Invincibility, and Super Slow Motion


PINK PANTHER
IN
PINK GOES TO
HOLLYWOOD
PRESS ST



Slide into this slick code that'll give you a Debug mode, Invincibility, and Super Slow Motion. To access the Debug mode, plug in Controller Two. When the Pink Panther is standing still, **press Button B on Controller Two**. Then, move him around with the directional pad on Controller One. To exit the Debug mode, **press Button B again**. To activate invincibility, simply **hold down Button Y on Controller Two**. As long as you continue to hold Button Y, the Pink Panther remains invincible. To move in Super Slow Motion, press and hold down **Button R on Controller Two**.

Pat Riker, Harris, OH

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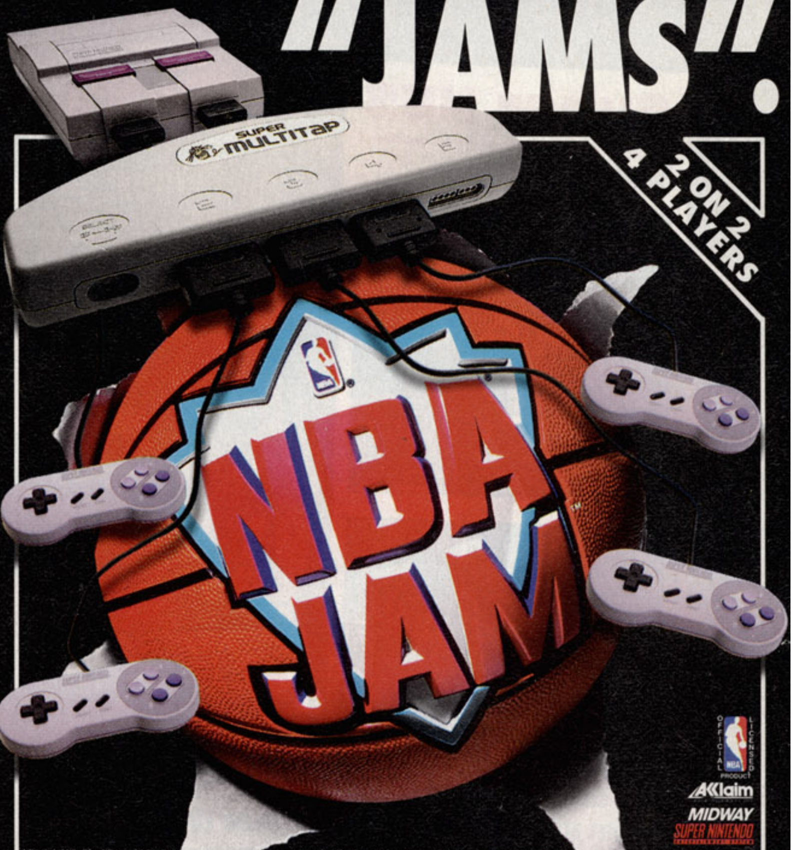
2 ON 2
4 PLAYERS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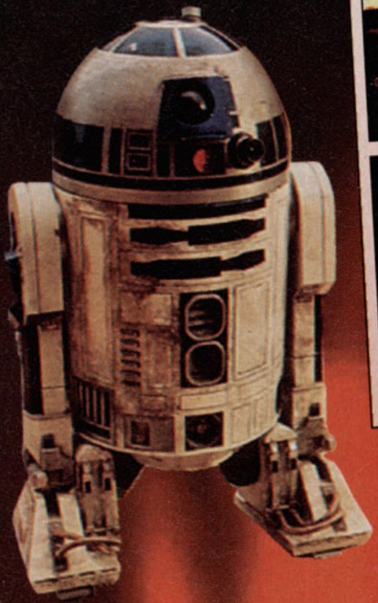
S.W.A.T.PRO

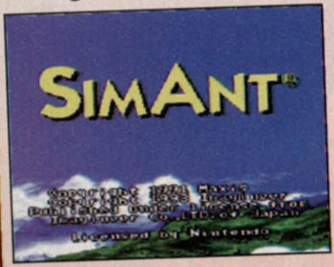
Video Game Strategies, Weapons, and Tactics

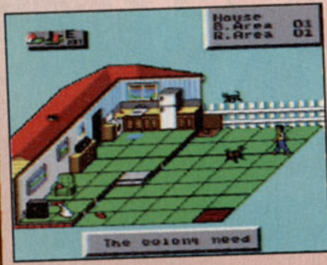


Super NES

SimAnt

Change into the Queen




House
B.Area 01
R.Area 01
The colony need

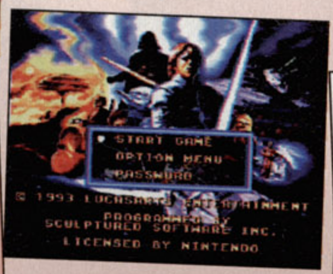
You can change into the Queen ant at any time during the game. Go to the area in the house between the TV and the Chair, and shock yourself in the electric socket closest to the colony. The word "change" will appear on the screen. You'll reappear in the colony as the Queen.

Justin Stone, Yukon, OK

Super NES

Super Empire Strikes Back

Seven Credits


START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
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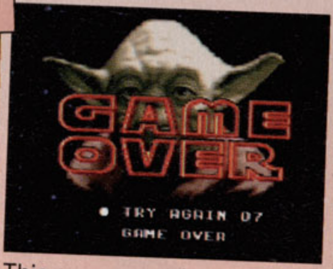

GAME OVER
TRY AGAIN 07
GAME OVER

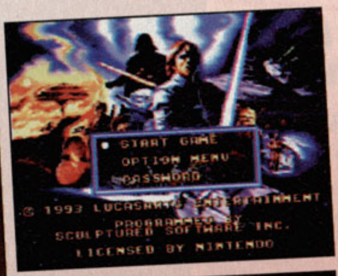
This awesome trick gets you seven credits in Super Empire Strikes Back. When the title screen appears, **press Button X, Y, A, B, X, then X**. Now get ready for some laser-blasting action.

Sam Nino, Boston, MA

Super NES

Super Empire Strikes Back

Just for Fun


START GAME
OPTION MENU
PASSWORD
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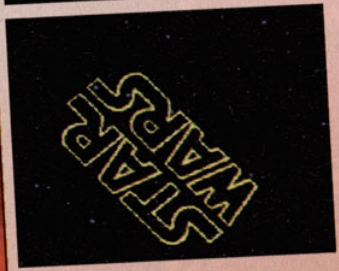


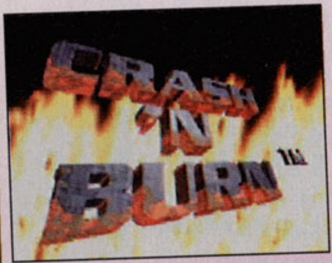
The Force is with you in this just-for-fun trick. At the title screen, **press Button Y four times**. If the trick works, you'll hear Darth Vader say, "Impressive." Go to the Intro screens, press different buttons, and watch the the strange things that happen to the screen.

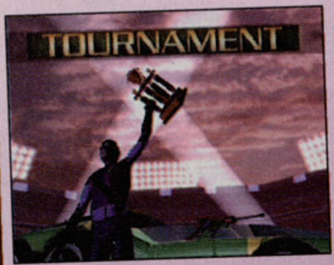
Izaak Erickson, Woodinville, WA

3DO

Crash 'n' Burn

Good Strategy


CRASH 'N' BURN


TOURNAMENT

If you don't place in the top three finishers in the Tournament mode, select Quit rather than using a Continue. Then, return to your game, and reload your saved game. You'll get another chance without using a Continue. You don't get to keep the cash for kills you just earned, but you can repeat this trick as often as necessary until you reach the end of the game.

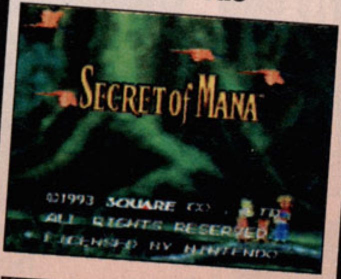
Richard Harding, Novato, CA

Super NES

GAME GENIE

Secret of Mana

Game Genie Code


SECRET of MANA
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Gain a level after you destroy an enemy: 16DE-A91B

Aaron Hedin, Germantown, MD

GAME GENIE

Super NES

Super Mario Kart

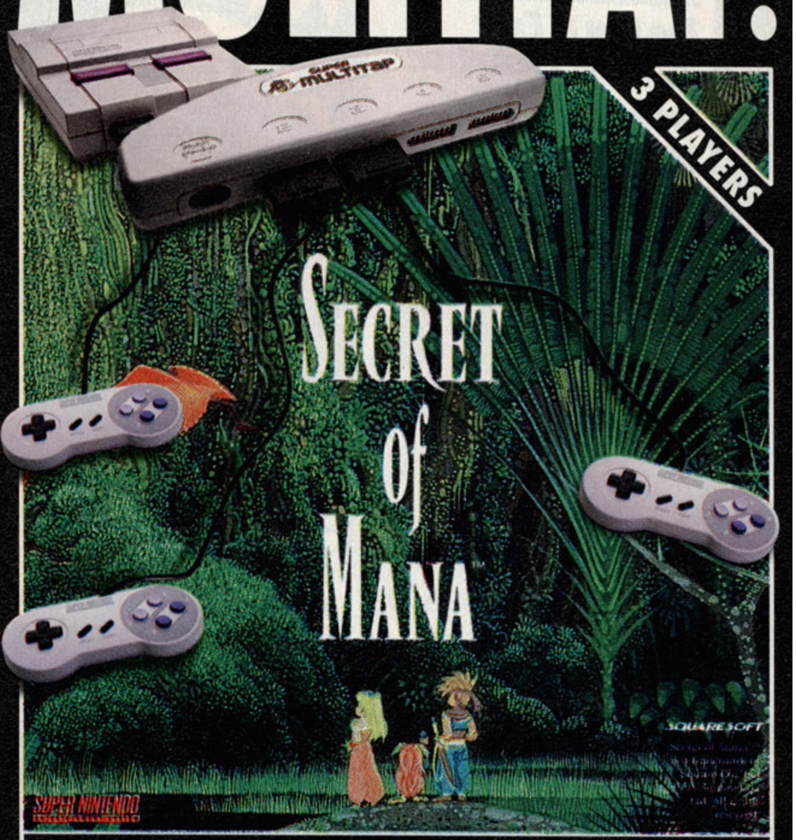
Game Genie Code

SUPER MARIOKART
©1992 Nintendo

Change Donkey King Jr. into a different-colored Toad: 33B6-44DD

Gavin R. Bristol, Northbrook, IL

"SECRET OF" MULTITAP.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3 PLAYERS
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SQUARESOFT
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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

GAME GENIE

ToeJam & Earl: Panic on Funkotron

Game Genie Codes

Infinite lives: AJ4A-CA9G
Infinite Funk Vacuums: BA3T-CA54
Start on Level 10: BE8A-CAGT
Start on Level 11: BJ8A-CAGT
Start on Level 12: BN8A-CAGT
Start on Level 13: BT8A-CAGT
Start on Level 14: BY8A-CAGT
Start on Level 15: B28A-CAGT
Start on Level 16: B68A-CAGT
Start on Level 17: CA8A-CAGT

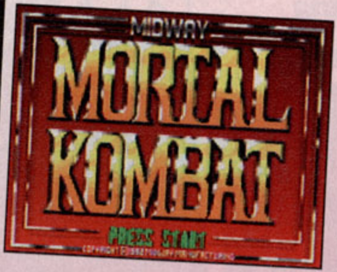
Rocco Peterson, Atlanta, GA

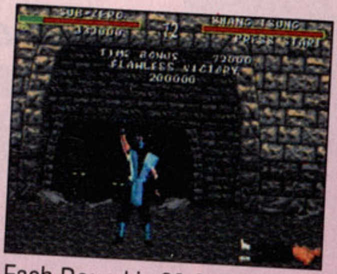
Game Gear

GAME GENIE

Mortal Kombat

Game Genie Codes


MIDWAY
MORTAL KOMBAT
PRESS START


SUB-ZERO
SHANG TSUNG
PRESS START
TIME BONUS 72000
FLAWLESS VICTORY 200000

RAYDEN
SHANG TSUNG
99
FIGHT!

Each Round is 69 Seconds: 063-7B4-C4E
Each Round is 24 Seconds: 023-7B4-C4E
Infinite time: 00B-40C-3BE
Infinite credits: 004-2D6-19E
Blood: DEB-9F6-5D3
Player 1 is invincible: 003-48B-F79
Player 1 starts with half health: 240-BFD-C4B

Genesis

PRO ACTION REPLAY

Aladdin

Pro Action Replay Codes

Always have three lives: FF7E3-C0033
Infinite energy: FFEFF-A0008
Always have 17 apples: FFEFE-10037
Always have nine Gems: FFEFE-30039
Play the three Abu bonus levels: FFF17-600FF

Chris Gray, Overijse, Belgium

Genesis

PRO ACTION REPLAY

Sonic the Hedgehog

Pro Action Replay Code

SCORE
TIME 0:25
RINGS 0

Debug Code: FFFFF-A0001
After you plug in the Debug code, Button B turns Sonic into part of the scenery, Button A flips through the sprites, and Button C places the selected sprite in the level. Cool!

Chris Gray, Overijse, Belgium

Super NES

PRO ACTION REPLAY

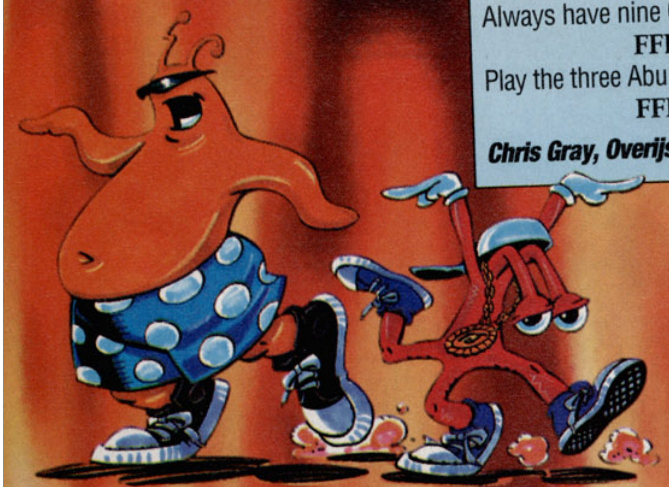
Robocop Vs. TheTerminator

Pro Action Replay Codes

HEALTH
SCORE
USE PISTOL

Infinite lives: 7EO2-O4O5
Full life bar: 7E1O-C50A

S.J. Nardozzi, Jr., Mt. Vernon, NY



Super NES

PRO ACTION REPLAY

Super Mario All-Stars

Pro Action Replay Code

MARIO 002500
×02
WORLD 1-1
TIME 295

Invincibility in Super Mario Brothers: 7E07-5606

Chris Gray, Overijse, Belgium

Super NES

PRO ACTION REPLAY

The Adventures of Dr. Franken

Pro Action Replay Codes

1UP ×3
0600000

Infinite lives: 7EOB-33O3
Infinite Smart Bombs: 7EOB-32O3
Infinite energy: 7EOC-O21A
Freeze timer: 7EOC-OC59

S.J. Nardozzi, Jr., Mt. Vernon, NY

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Secret Weapons
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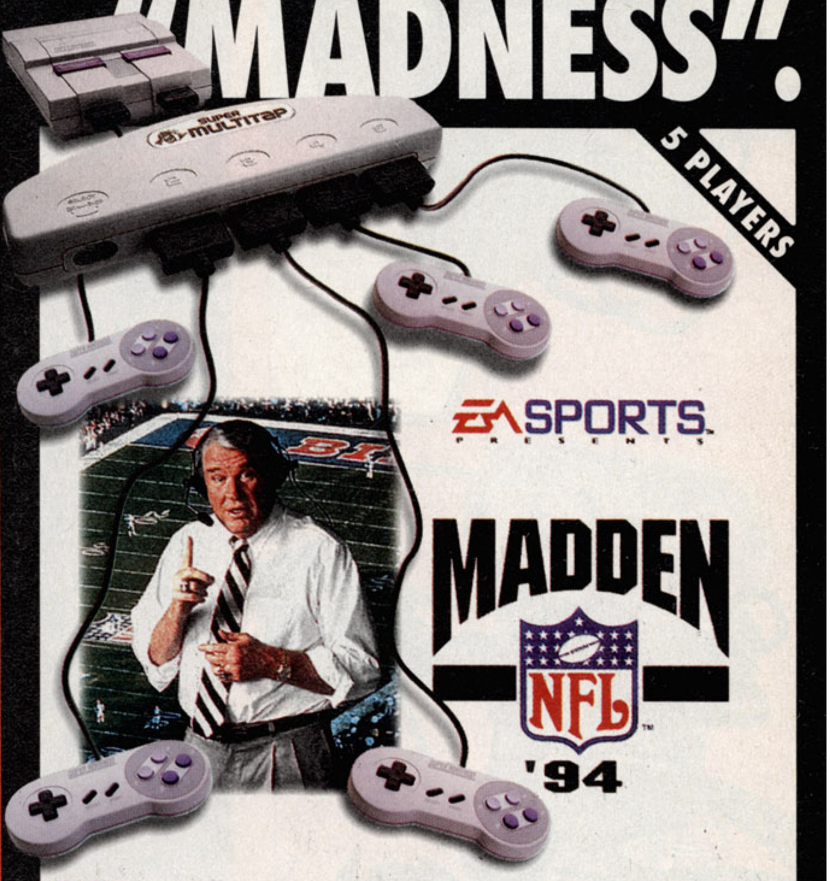
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5 PLAYERS
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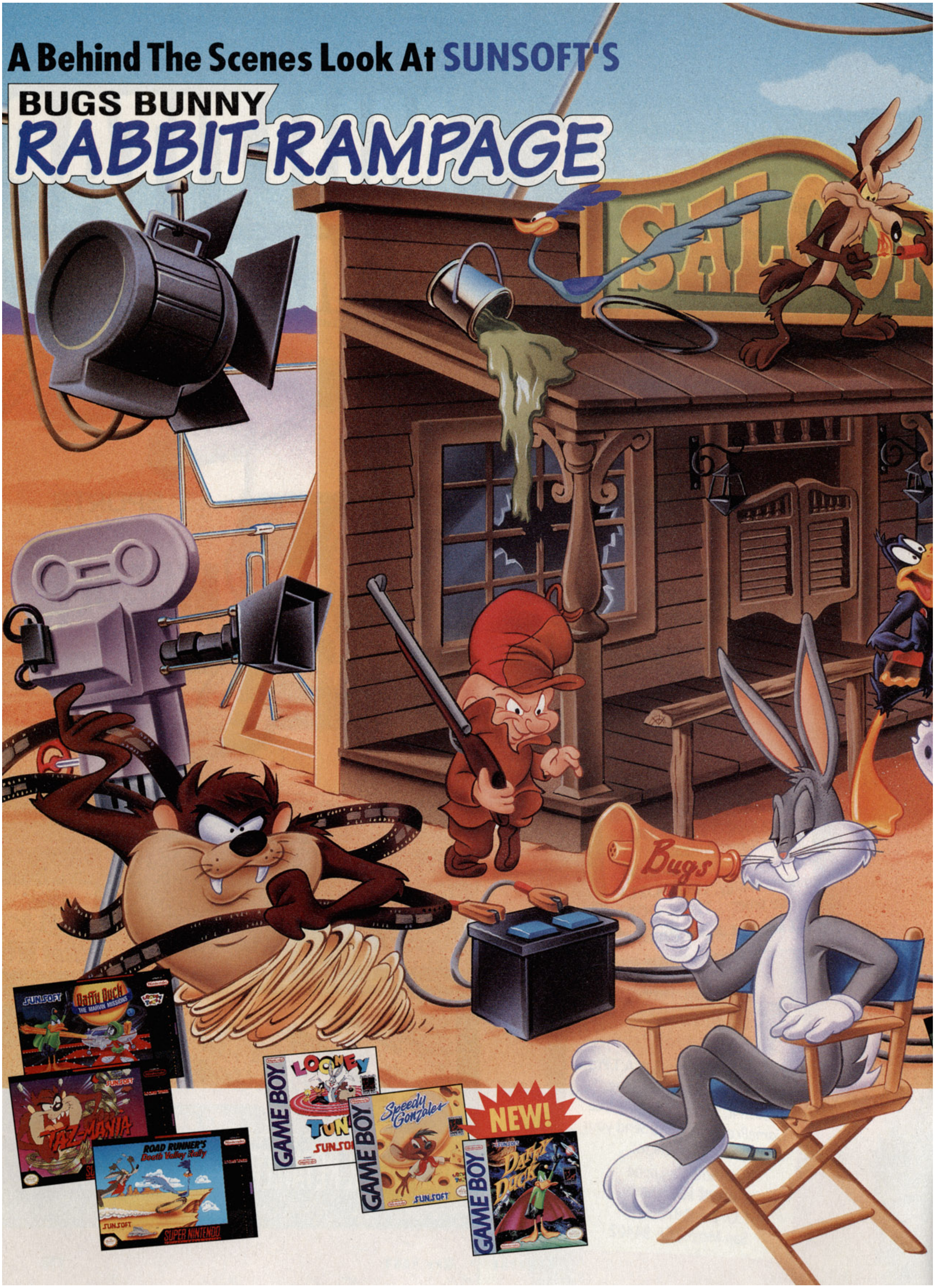
A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE


SALO
Bugs
SUNSOFT
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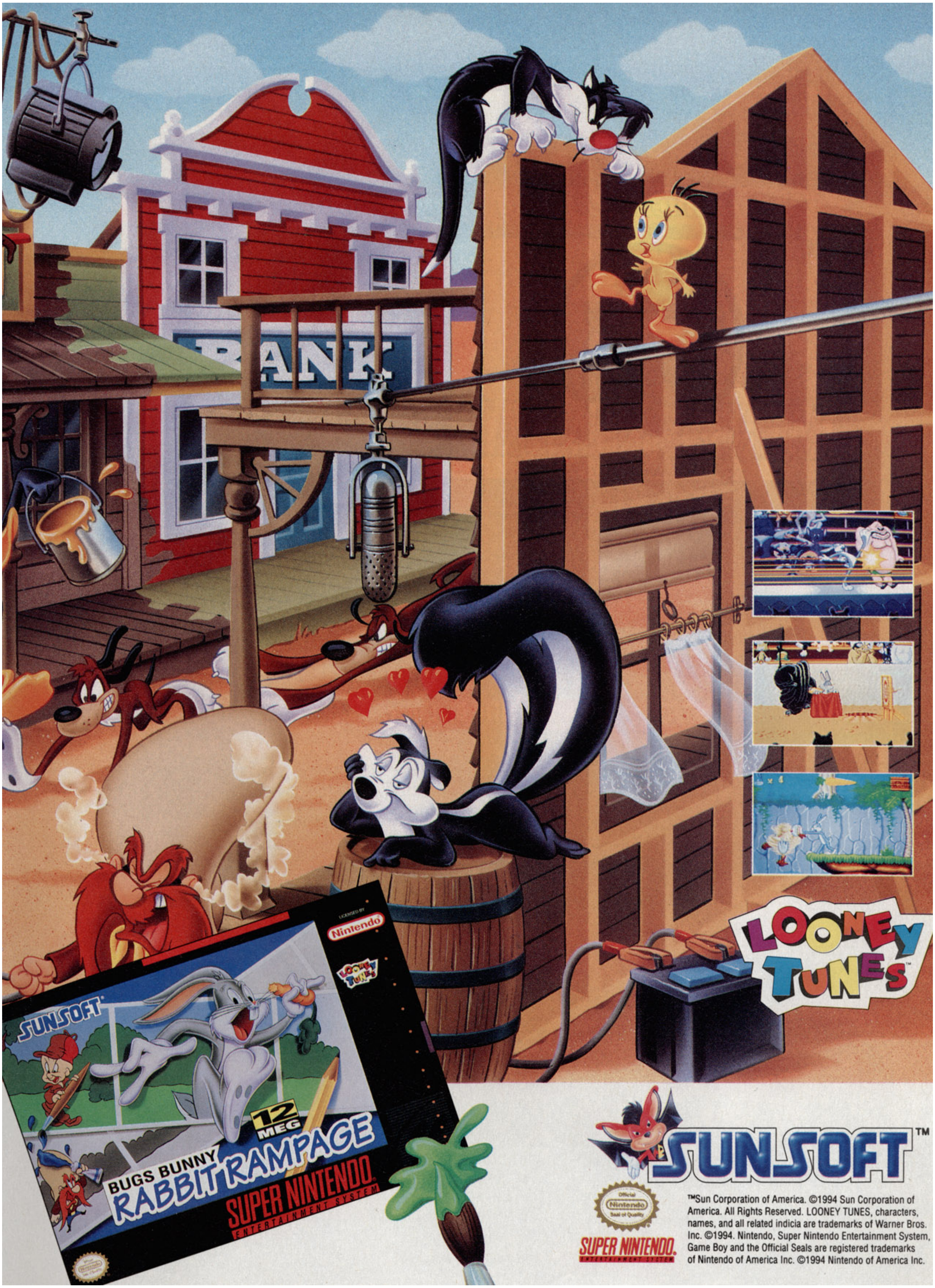
THE MARVIN MISSIONS
TAZ-MANIA
ROAD RUNNER'S
Death Valley Rally
SUNSOFT
SUPER NINTENDO
GAME BOY
LOONEY TUNES
SUNSOFT
GAME BOY
Speedy Gonzales
SUNSOFT
NEW!
GAME BOY
SUNSOFT
Daffy Duck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12 MEG
BUGS BUNNY
RABBIT RAMPAGE
SUPER NINTENDO
ENTERTAINMENT SYSTEM
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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Arcade

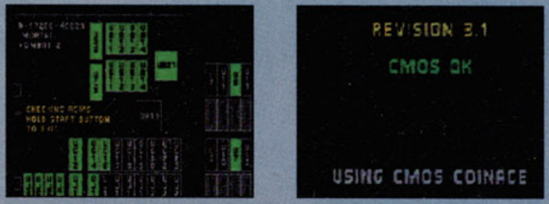
MORTAL KOMBAT II

Mortal Kombat II is officially out, and the final upgrade chips (version 3.1) have shipped to arcades across the country. With that in mind, our top fighting aficionados have compiled a complete and accurate list of all known Fatalities, hidden characters, and other assorted secrets in MK II. Please note that many of these tricks will not work on games that are not equipped with revision 3.1 chips. If the machine is below version 3.1, ask the arcade manager to contact their local distributor or Midway for the upgrade chips.

Fatalities and Secrets for Version 3.1

By Slasher Quan, To-Ryu-Mo, and Char-Li. Special Thanks to Steve Warwick, Paul McElroy, and the contributors to the Internet FAQ listing. For info on Internet, contact Andy Eddy at vidgames@netcom.com.

All artwork courtesy of John Tobias of Williams Bally Midway.

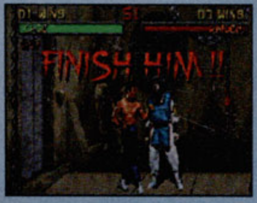


To check the version, reset the MK II machine by flipping the power switch (located on the top left corner of the cabinet). After the ROM check, the version number will be displayed. It should be ver. 3.1.

Fatality Distance

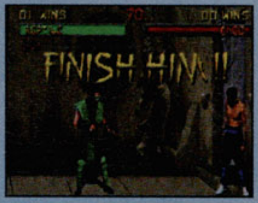
Distance is extremely important to correctly do a regular Fatality in MK II. Learn how to eyeball the different distances. Study the following chart, which shows the six distances used.

Very Close



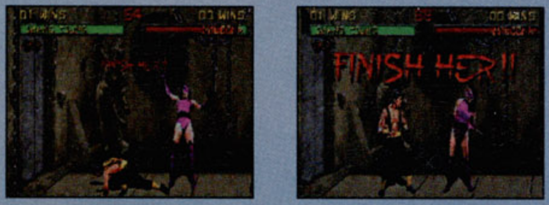
Move as close as possible to the opponent. This is the most common distance.

One Jump Away



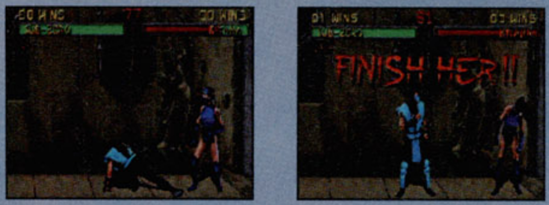
Get close to the enemy and jump away from them. You will land in the exact position for this distance.

Just Inside Sweep Range



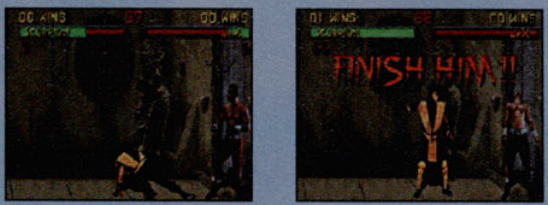
An easy way to eyeball this range is to do a Low Kick sweep from as far away from the enemy as possible. A half-step inside the maximum range of your sweep is the position for this distance.

Just Outside Sweep Range



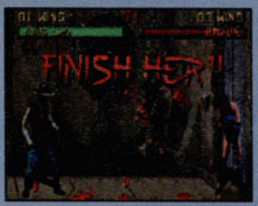
Just outside the maximum range for your Low Kick sweep is the position for this distance. This is often known as "Sub-Zero distance," because Sub-Zero's Deep Freeze is the only Fatality that uses this distance.

A Full Step Outside Sweep Range



A full step or a step and a half outside the maximum range for your Low Kick sweep is the correct position. This is known as "Scorpion distance," because Scorpion's Flaming Bones is the only Fatality to use this distance.

Full Screen



Move as far away from the victim as possible for Full-Screen distance. You can jump back to cover the length quickly.

Finishing Move Basic Training

Over the following pages you'll find a thorough breakdown of all known Finishing Moves for Mortal Kombat II. Every character has at least six Finishing Moves: two regular Fatalities, one Friendship, one Babality, one way to knock the opponent into the Pit and Tomb, and the Dead Pool. First, though, you need the basics – how do all the Finishing Moves work? Here's the answer, so study up.

Tapping the Buttons

To pull off most Finishing Moves, you have to Tap the joystick in a series of directions, and then hit a button. These are all Taps, so you must remember to push the directions in sequence. You never have to do quarter-turns or other smooth, circular joystick motions. If you Tap the directions too fast or too slowly, the Fatality won't work. Try for a moderate to quick sequence of Taps.

Positioning Yourself Easily

It's hard to get your character to stop walking when you're nailing down your position, especially with characters like Kung Lao, who can't take little steps. The easy way out is to walk forward or backward and press Block to stop your movements. Now you're ready for the Fatal maneuver!

Blocking and Doing It

You can do any Fatality while Blocking, which stops you from moving about wildly. If the Fatality requires you to push Up as part of the Taps, you should hold Block during the entire sequence. If a press of Up is not required, you must release Block before you hit the button at the end of the move. If you charge a button while Blocking, you must release Block before you release the button.

Overkill of the First Tap

Although all Fatalities must be very precise, you can hit the first button or direction in the sequence as many times as you like. This includes rapidly hitting Block for Kitana's Fan Decapitation or Tapping Toward many times for Jax's Fist Clap.

Charging a Button

Several Fatalities require you to hold down a button for many seconds, longer than the time period to do the Fatality.This means you must start Charging well before the fight ends. Always think ahead about your Fatality.

Shang Tsung's Kintaro Fatality requires you to Charge Low Punch before the fight ends. You can still use the other buttons to attack.

KEY TO MOVES

T – Toward
A – Away
D – Down
U – Up
DT – Down-Toward
DA – Down-Away

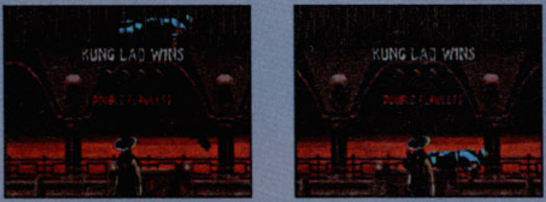
BL – Block
HP – High Punch
LP – Low Punch
HK – High Kick
LK – Low Kick

[Moves in Brackets] mean "Tap in sequence while holding down the preceding button."

The Tomb/Pit Fatalities

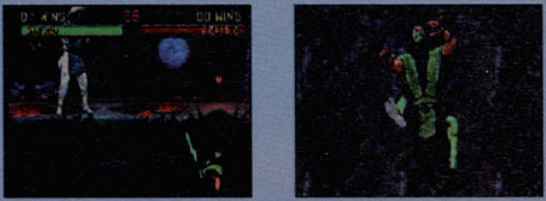
Each character has a Fatality movement that is activated by two backgrounds: the Kombat Tomb and the Pit II. All Tomb/Pit Fatalities require you to stand close to the opponent. They are essentially the same as regular Fatalities, except they are available only on those two stages.

The Kombat Tomb



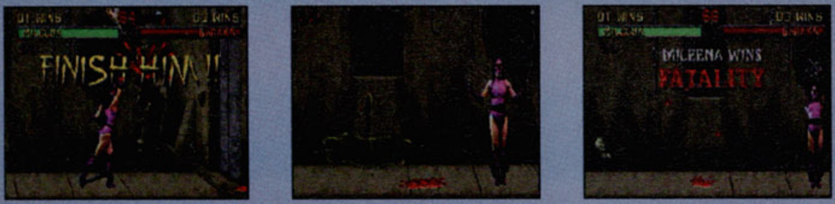
On the Kombat Tomb, you will uppercut the enemy into the spikes hidden on the ceiling where they become impaled. (BONUS HINT: To make them slide off the spikes, immediately hold Down on both joysticks when you do the uppercut. This will make their body slide to the ground with a bone-crushing thump.)

The Pit II



On the Pit II, you will uppercut the victim off the bridge where they will scale to a blood-splattering demise on the ground below.

The Universal Dead Pool



Although each character has their own movement to do the Tomb/Pit Fatalities, everyone uses the exact same sequence to do the background Fatality in the Dead Pool. Hold Low Punch and Low Kick, get very close, hold Down, and hit High Punch. This will uppercut the victim into the acid, where their skin will dissolve and leave a floating skeleton behind.

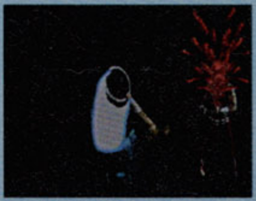
Friendships and Babalities

Friendships and Babalities require that you not push either Punch button during the final round of the match. You may use punches during preceding rounds, but in the final round only Block and Kicks are allowed. You can do Friendships and Babalities from any distance.

No punches allowed during the final round if you want to be friendly. Rely on kicks instead.

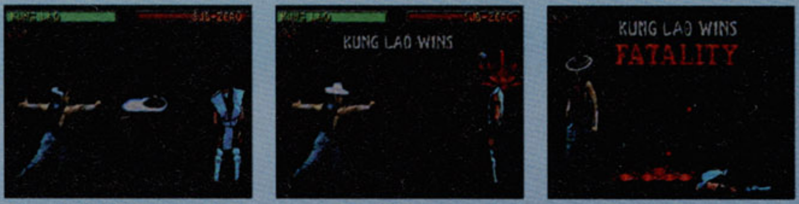
KUNG LAO

Fatality #1: Split 'Em in Half



Tap T, T, T, LK. (Distance: just inside sweep range)

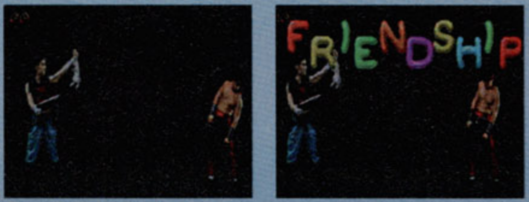
Fatality #2: Hat Decapitation


KUNG LAO WINS
KUNG LAO WINS
FATALITY

Step 1: Hold LP, [Tap A, T], release LP. (Distance: a full screen away)

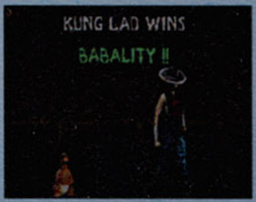
Step 2: Guide the Hat up to their head with the joystick.

Friendship: Pull a Rabbit out of the Hat


FRIENDSHIP

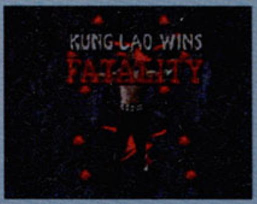
Tap A, A, A, D, HK.

Babality


KUNG LAO WINS
BABALITY !!

Tap A, A, T, T, HK.

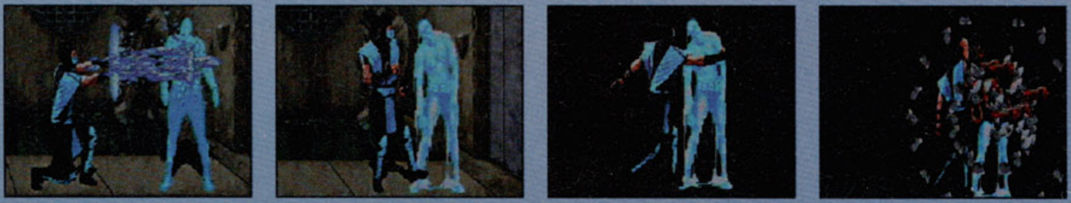
Tomb/Pit


KUNG LAO WINS
FATALITY

Tap T, T, T, HP.

SUB-ZERO

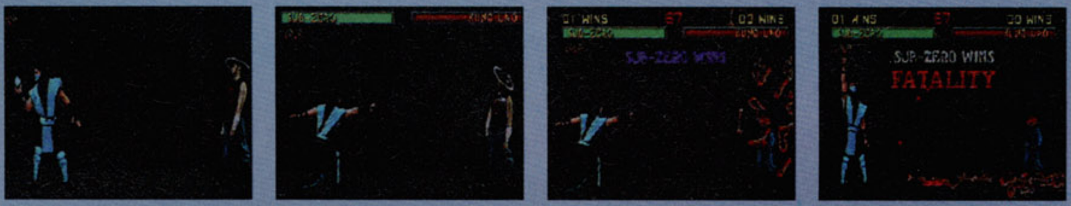
Fatality #1: Deep Freeze and Uppercut



Step 1: Tap T, T, D, HK. (Distance: just outside sweep range)

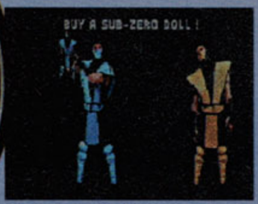
Step 2: Move in, then Tap T, D, T, T, HP. (Distance: very close)

Fatality #2: Gut-Busting Ice Grenade


SUB-ZERO WINS
SUB-ZERO WINS
FATALITY

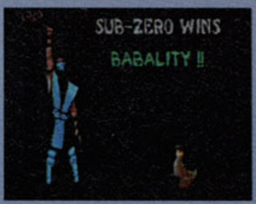
Hold LP, [Tap A, A, D, T], release LP. (Distance: full screen)

Friendship: Buy a Sub-Zero Doll!


BUY A SUB-ZERO DOLL !

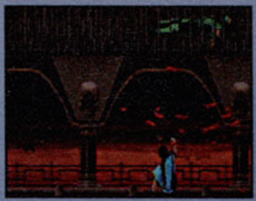
Tap A, A, D, HK.

Babality


SUB-ZERO WINS
BABALITY !!

Tap D, A, A, HK.

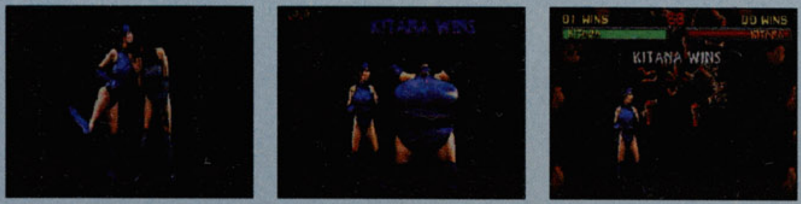
Tomb/Pit



Tap D, T, T, BL.

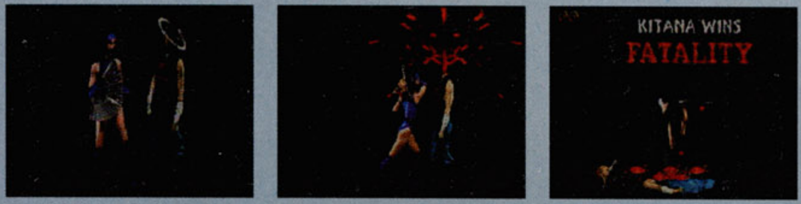
KITANA

Fatality #1: Kiss of Death


KITANA WINS
01 WINS
00 WINS
KITANA WINS

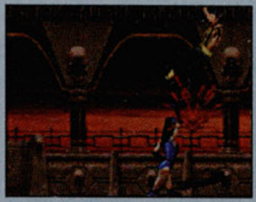
Hold LK, [Tap T, T, D, T], release LK. (Distance: very close)

Fatality #2: Fan Decapitation


KITANA WINS
FATALITY

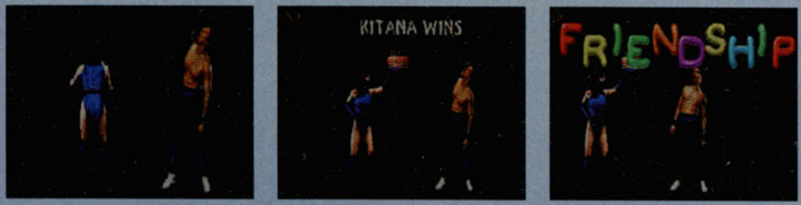
Tap BL, BL, BL, HK. (Distance: very close)

Tomb/Pit



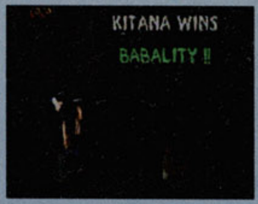
Tap T, D, T, HK.

Friendship: Birthday Cake


KITANA WINS
FRIENDSHIP

Hold BL, [Tap D, D, D, U, LK].

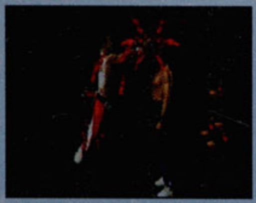
Babality


KITANA WINS
BABALITY !!

Tap D, D, D, LK.

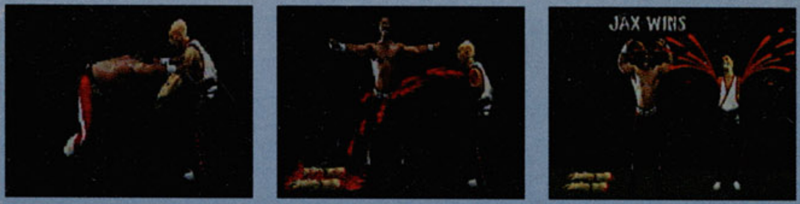
JAX

Fatality #1: Fist Clap



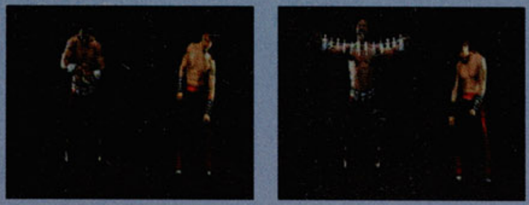
Hold LP, Tap T, T, T, release LP. (Distance: very close)

Fatality #2: Rip Off the Arms



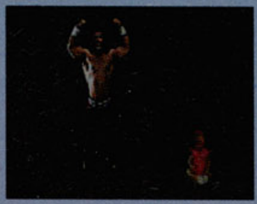
Tap BL, BL, BL, BL, LP. (Distance: just inside sweep range)

Friendship: Paper Dolls



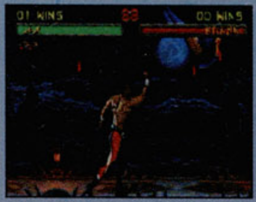
Hold BL, [Tap D, D, U, U, LK].

Babality



Hold BL, [Tap D, U, D, U, LK].

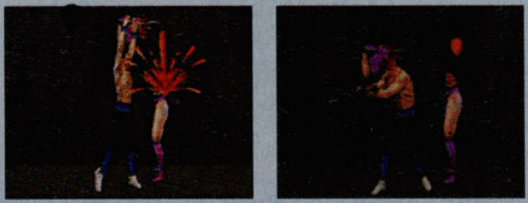
Tomb/Pit


01 WINS
00 WINS

Hold BL, [Tap U, U, D, LK].

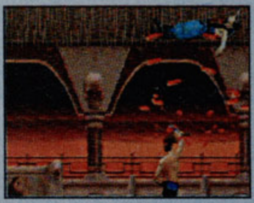
JOHNNY CAGE

Fatality #1: The Torso Pull



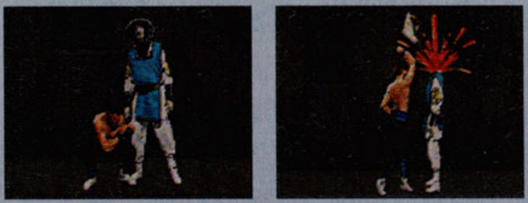
Tap D, D, T, T, LP. (Distance: very close)

Tomb/Pit



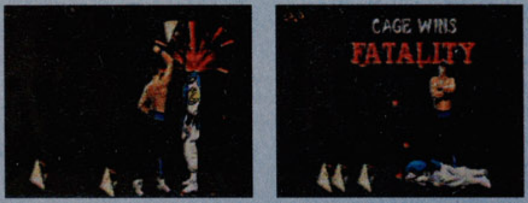
Tap D, D, D, HK.

Fatality #2: Uppercut Decapitation



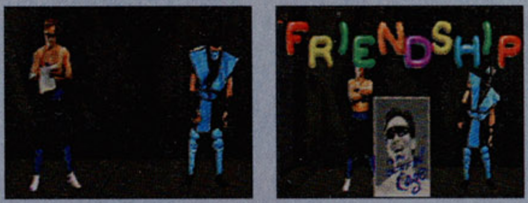
Tap T, T, D, U. (Distance: very close)

Knock Off Three Heads



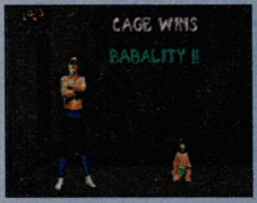
When you do Cage's Uppercut Decap Fatality, immediately hold Down on the joystick and hold the lower three buttons (LP, LK, and BL). This will knock off three heads in sequence instead of just one.

Friendship: Autograph a Portrait



Tap D, D, D, D, HK.

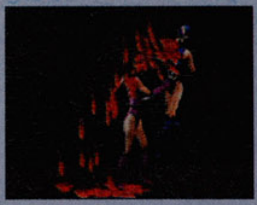
Babality



Tap A, A, A, HK.

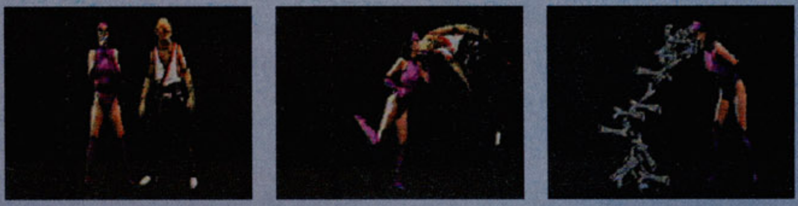
MILEENA

Fatality #1: Slice 'n' Dice



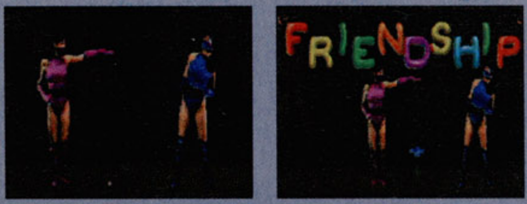
Tap T, A, T, LP. (Distance: very close)

Fatality #2: Suck 'Em Dry, Spit Out the Bones



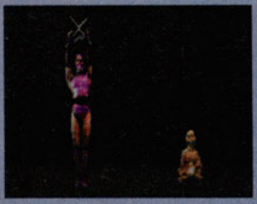
Hold HK two seconds, then release. (Distance: very close)
Alternate, easier method: Hold BL and rapidly tap HK.

Friendship: Grow a Flower!



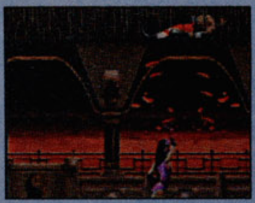
Hold BL, [Tap D, D, D, U, HK].

Babality



Tap D, D, D, HK.

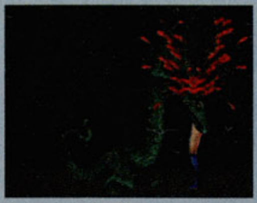
Tomb/Pit



Tap T, D, T, LK.

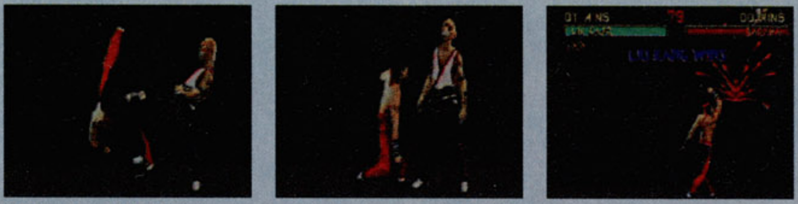
LIU KANG

Fatality #1: Dragon Food



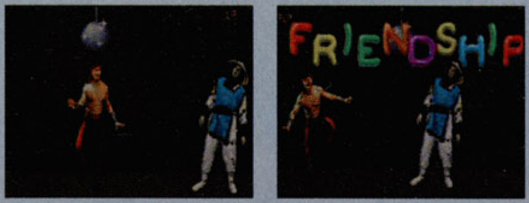
Tap D, T, A, A, HK. (Distance: very close)

Fatality #2: Uppercut Combo


LIU KANG WINS

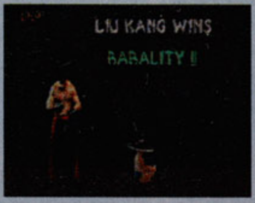
Rotate joystick 360 degrees away from opponent. (Distance: very close to one jump away)

Friendship: Disco Dance


FRIENDSHIP

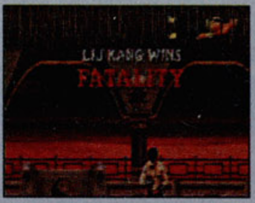
Tap T, A, A, A, LK.

Babality

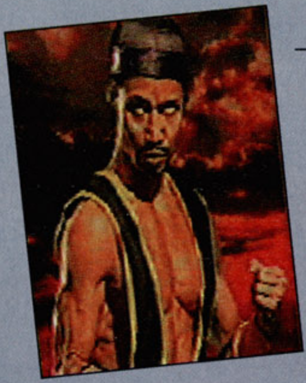

LIU KANG WINS
BABALITY !!

Tap D, D, T, A, LK.

Tomb/Pit

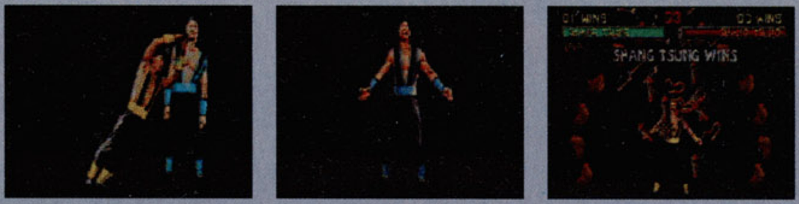

LIU KANG WINS
FATALITY

Tap A, T, T, LK.



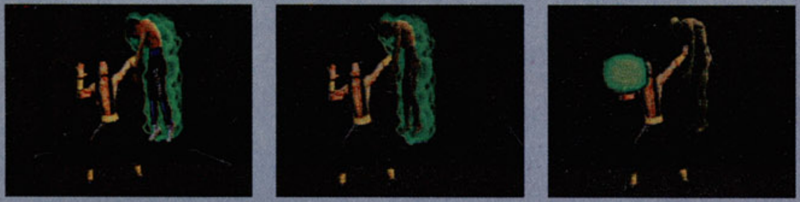
SHANG TSUNG

Fatality #1: Body Possession


SHANG TSUNG WINS

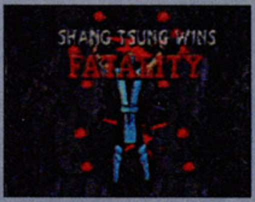
Hold HK two seconds, release. (Distance: just inside sweep range)

Fatality #2: Steal the Soul



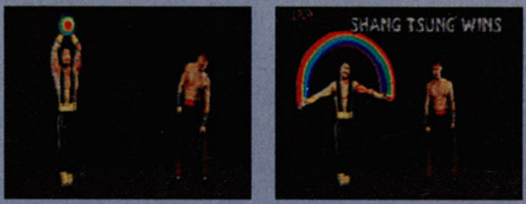
Hold BL, [Tap U, D, U, LK]. (Distance: very close)

Pit Only


SHANG TSUNG WINS
FATALITY

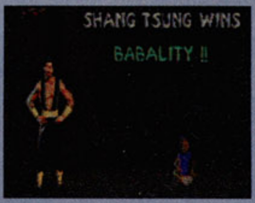
Hold BL, [Tap D, D, U, D].

Friendship: Rainbow Joy


SHANG TSUNG WINS

Tap A, A, D, T, HK.

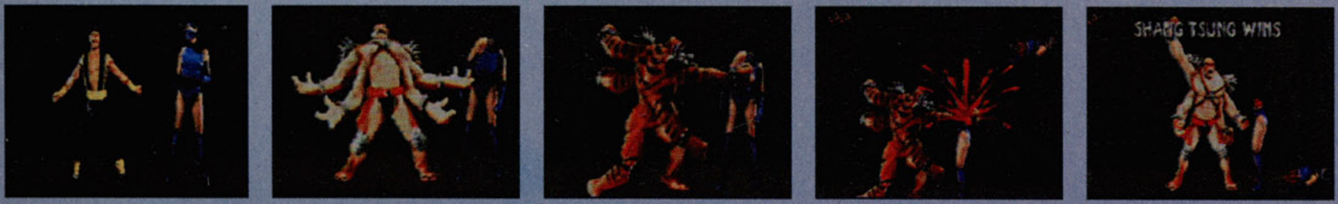
Babality


SHANG TSUNG WINS
BABALITY !!

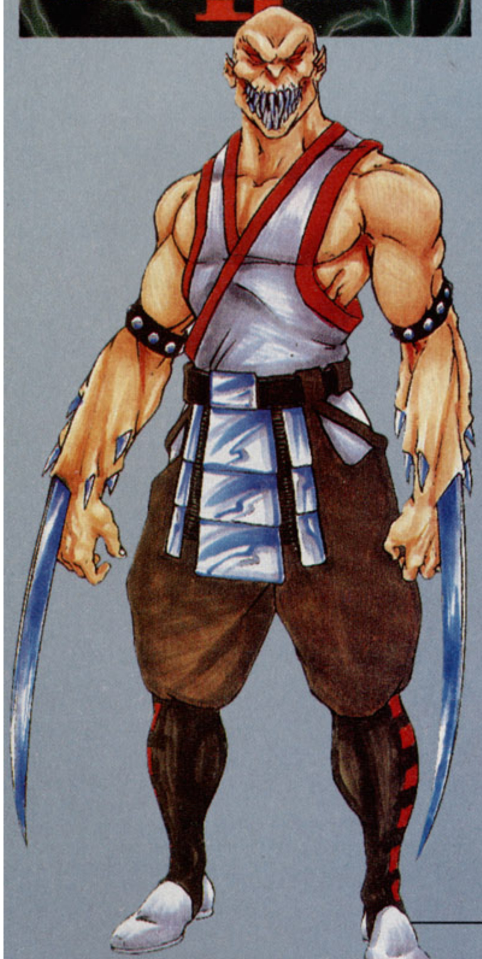
Tap A, T, D, HK.

Fatality #3: Kintaro's Body Blow

Kintaro is an unplayable boss character, but with this secret trick you'll be able to do his Fatality!

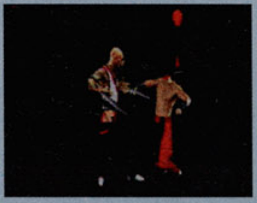

SHANG TSUNG WINS

Hold LP 30 seconds, then release. (Distance: just inside sweep range)



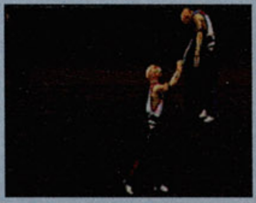
BARAKA

Fatality #1: Decapitation



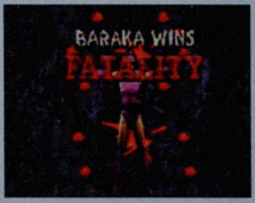
Tap A, A, A, A, HP. (Distance: very close)

Fatality #2: Body Impalement



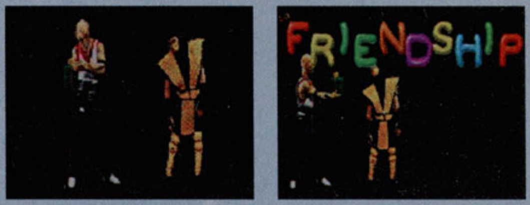
Tap A, T, D, T, LP. (Distance: very close)

Tomb/Pit


BARAKA WINS
FATALITY

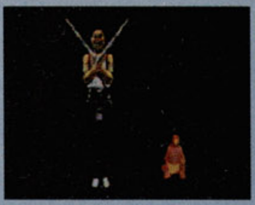
Tap T, T, D, HK.

Friendship: A Birthday Present


FRIENDSHIP

Hold BL, [Tap U, T, T, HK].

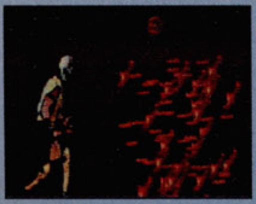
Babality



Tap T, T, T, HK.

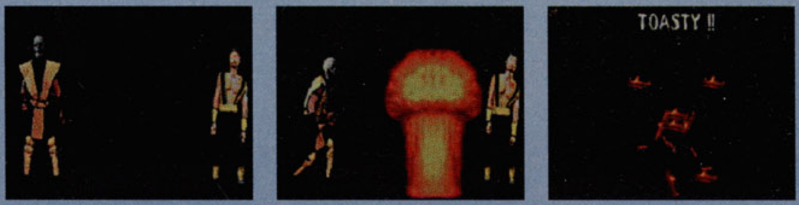
SCORPION

Fatality #1 (Regular Method): Flaming Bones



Hold BL, [Tap U, U, HP]. (Distance: a full step outside sweep range)

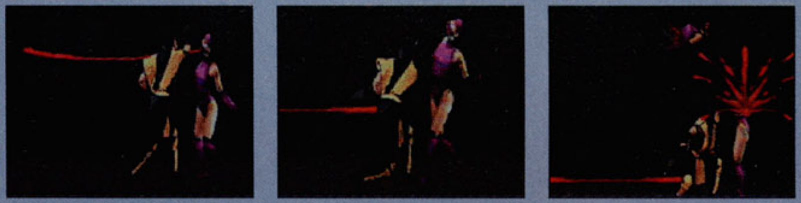
Fatality #1 (Alternate Method): Toasty!



Hold BL, [Tap D, D, U, U, HP]. (Distance: anywhere on screen!)

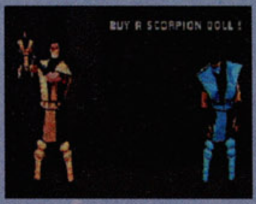
Note: Always says Toasty!

Fatality #2: Jugular Cut



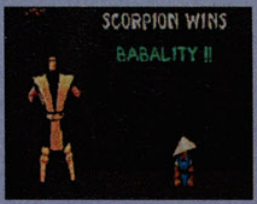
Hold HP, [Tap D, T, T, T], release HP. (Distance: very close)

Friendship: Buy a Scorpion Doll!


BUY A SCORPION DOLL !

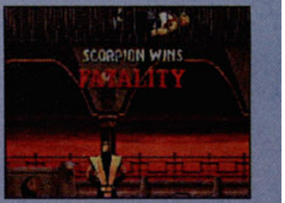
Tap A, A, D, HK.

Babality


SCORPION WINS
BABALITY !!

Tap D, A, A, HK.

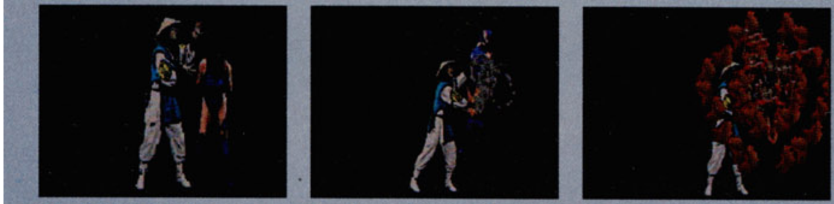
Tomb/Pit


SCORPION WINS
FATALITY

Tap D, T, T, BL.

RAIDEN

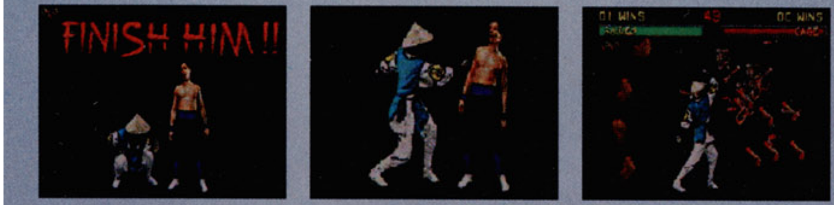
Fatality #1: Electrocution



Step 1: Hold LK for six seconds, then release. (Distance: very close)

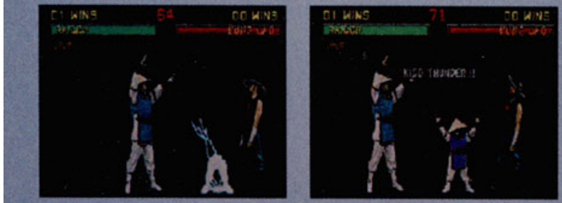
Step 2: Rapidly tap BL and LK.

Fatality #2: Uppercut Explosion



Hold HP for eight seconds, release. (Distance: very close)

Friendship: Kidd Thunder!


KIDD THUNDER !!

Tap D, A, T, HK.

Babality

RAIDEN WINS
BABALITY !!

Hold BL, [Tap D, D, U, HK].

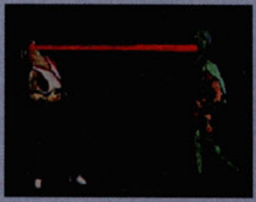
Tomb/Pit

RAIDEN WINS
FATALITY

Hold BL, [Tap U, U, U, HP].

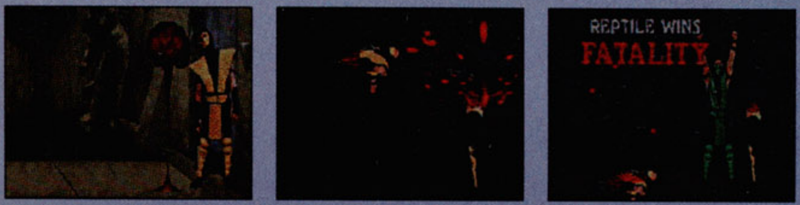
REPTILE

Fatality #1: Head Snack



Tap A, A, D, LP. (Distance: one jump away)

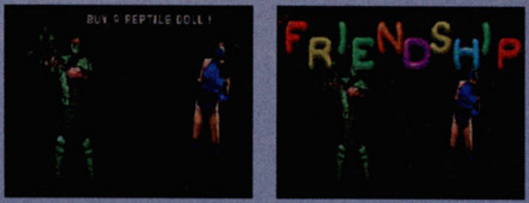
Fatality #2: Disappear and Slice Them


REPTILE WINS
FATALITY

Step 1: Hold BL, [Tap U, U, D, HP] to turn invisible.

Step 2: Move in and Tap T, T, D, HK. (Distance: very close)

Friendship: Buy a Reptile Doll!


BUY A REPTILE DOLL !
FRIENDSHIP

Tap A, A, D, LK.

Babality

REPTILE WINS
BABALITY !!

Tap D, A, A, LK.

Tomb/Pit

REPTILE WINS

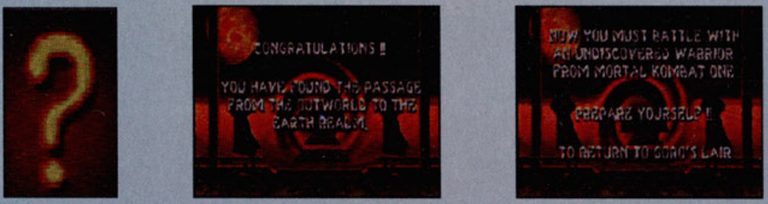
Tap D, T, T, BL.

MORTAL KOMBAT II

HIDDEN CHARACTERS

Jade and Smoke

Jade and Smoke are the easiest hidden characters to find in MK II. They occasionally poke their heads out from behind a tree in the living forest, or drop in between rounds to give you a clue as to their whereabouts. Their true role in the tournament is unknown, and there is no known benefit to finding or defeating them (other than fun).


CONGRATULATIONS !!

YOU HAVE FOUND THE PASSAGE FROM THE OUTWORLD TO THE EARTH REALM.

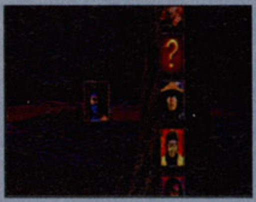
NOW YOU MUST BATTLE WITH AN UNDISCOVERED WARRIOR FROM MORTAL KOMBAT ONE

PREPARE YOURSELF !!

TO RETURN TO GORO'S LAIR

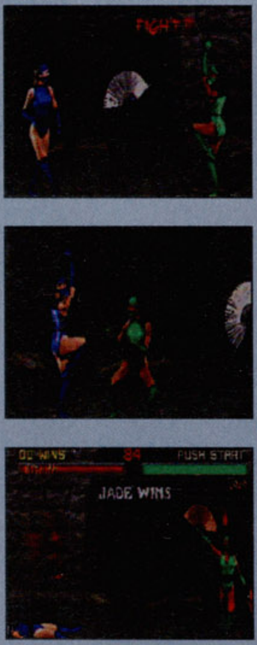
If you uncover the secret of either Smoke or Jade, you will be transported from the Outworld back to Earth. Inside Goro's Lair you'll fight Jade or Smoke, who are mysteriously described as "Undiscovered Warriors from Mortal Kombat One."

Jade


Play up to the match before the question mark on the Battle Plan. It doesn't matter how many continues you use getting there.

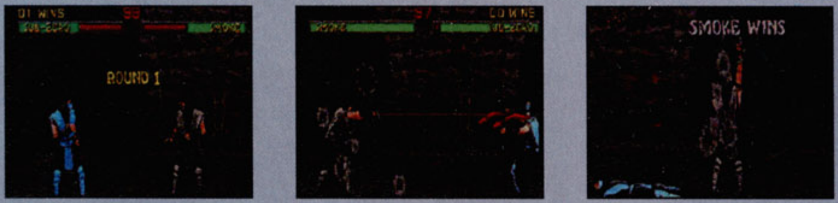
In the match before the question mark, you must win one round against the computer opponent using only the Low Kick button. You cannot touch any other button. Use low sweeps and cross up kick patterns for your best chance. Keep trying and continuing until you win a round. (It doesn't have to be a Flawless.)

As soon as you win the round, you'll warp back to Goro's Lair to encounter Jade.



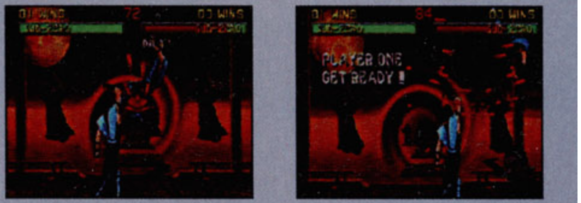
Jade is a green palette-swapped female ninja who can throw Kitana's Fan and is very fast. She is also completely immune to any projectile attacks.

Smoke



Smoke is a palette-swapped gray male ninja who uses Scorpion's Spear and has blinding speed. He's super cheap, and will run and throw you again and again. As his name implies, smoke constantly emits from his body.

BATTLE: 31
THE PORTAL
To play as Smoke, play to the Portal Stage. You can be fighting either against another player or the CPU.



Do the crouching High Punch (the Uppercut) until Dan "Toasty" Forden's face appears in the lower-right corner of the screen. When Toasty appears, hold the joystick Down and tap the Start button. In a one-player game, you must tap your own Start button. In a two-player game, whoever holds Down and hits Start first gets to fight Smoke. (HINT: Since Toasty's appearance is totally random and may not happen at all, increase your odds by trading uppercuts with a friend while jamming on Start!)

Corrections

The following errors were made in the MK II Beginner's Survival Guide (*GamePro*, March, 1994). We apologize for any confusion.

Scorpion's Leg Grab: Motion T, DT, D, DA, A, LK.

Cage's Low Split Punch: Push BL + LP (no need to push Down).

Kung Lao's Flying Kick: Hold D + HK in the air.

Kung Lao's Fire Wave: Motion T, DT, D, DA, A, HK.

Baraka's Slicing Blades: Tap A, A, A, LP.

Baraka's Blade Throw: Motion D, DA, A, HP.

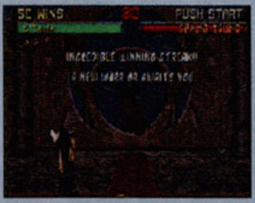
Shang Tsung's Morph into Jax: Tap D, T, A, HK.

Sub-Zero's Freeze and Slide: These were described correctly, but the screen shots were accidentally transposed with Scorpion screens.

Noob Saibot

Backwards for "Boon" and "Tobias" (the designers of MK II), Noob Saibot is the third hidden character. He is yet another palette-swapped male ninja, this time appearing as a black shadow. Here's how to discover him:

You must win 50 matches in a row, all against a second player. This will require either amazing skill at beating opponents, or an amazing bankroll to join in on Player Two's side 50 times.



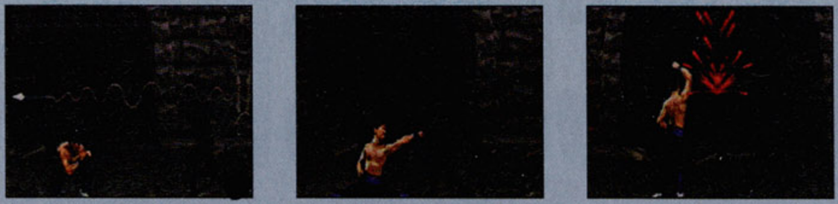
INCREDIBLE WINNING STREAK

As soon as you hit your 50th victory, you'll be transported to Goro's Lair to meet Noob Saibot. You will be allowed to fight Noob Saibot as many times as you wish, as long as you abide by these rules (breaking any of them will reset your win streak):

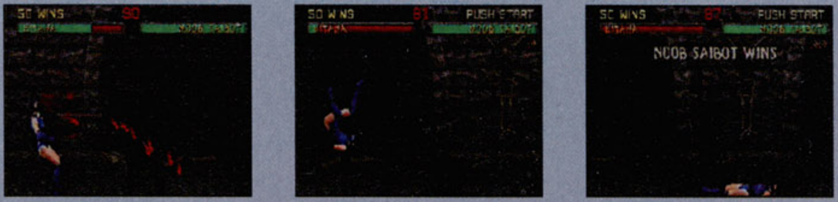
- DO NOT join in on Player Two's side during the match with Noob.
- DO NOT win only one of three rounds against Noob. If you win only one, you'll reset the win streak.

You must win two of three rounds to be victorious. If you lose the first round of the match, your best bet is to throw the second round and try again.

As long as you follow these rules, you can lose to NS, bring in Player Two when the continue screen appears, and kill them off. As soon as you win a round against Player Two, you'll fight Noob again.



Here's an effective Johnny Cage pattern to beat Saibot: Crouch without blocking until Noob rushes in. Nail him with the Low Split Punch, follow with an Uppercut, and repeat.

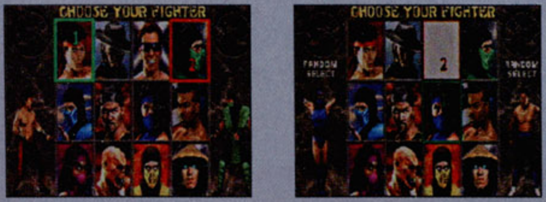


NOOB SAIBOT WINS

Noob is extremely fast and cheap. Much like Smoke, Noob's main weapons are Scorpion's Spear and his throws. Noob is also very hard to distinguish against the dark background.

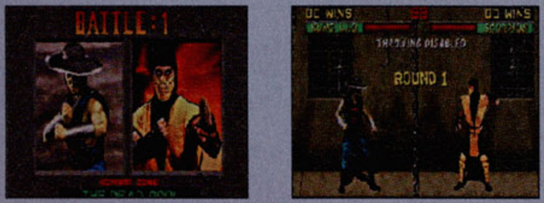
SECRETS AND CODES

Random Select



To make the computer decide who your character will be, hold Up and Start when the Choose Your Fighter screen appears. This makes for a more exciting challenge, since you could end up with one of the weaker characters. It's also an easy way to test if a machine is version 3.1, since this feature was not in any previous version.

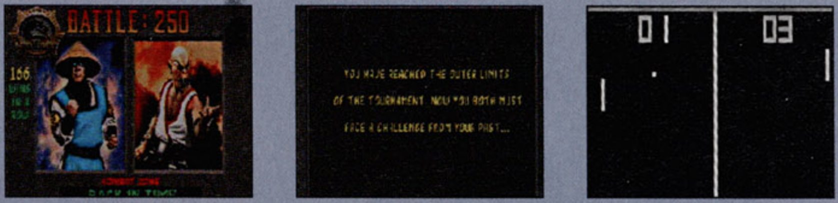
Disable Throws



THROWING DISABLED

After choosing your fighters in a two-player game, immediately hold Down and HP on both controllers when the portrait screen appears. When the fight begins, a text message above the status bars will indicate that throws have been disabled. This code is also a good way to test for 3.1 chips.

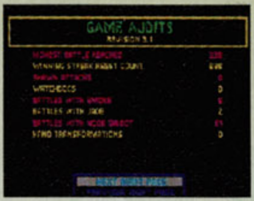
Play Pong



YOU HAVE REACHED THE OUTER LIMITS
OF THE TOURNAMENT. NOW YOU BOTH MUST
FACE A CHALLENGE FROM YOUR PAST...

Yup, the classic quarter-slurper that spawned the electronic gaming industry more than 15 years ago is back – Pong! All you have to do is play 250 battles. When you reach the 250th battle, the match will be interrupted for a quick game of Pong. The first to score seven points wins.

More Secrets to Kome?



GAME AUDITS

We're not done yet! Clues point to several more characters hidden in MK II. We've received word that a fanatic player decoded the game's programming and found the line "___ Wins" for the following characters: Kano, Sonya, Tanya, Ermac, Ed Boon, John Tobias, Mark Turmell, and Sal Divita.

Additionally, in the bookkeeping menu is a line that says "Kano Transformations." At the end of the game, the question "Where is Goro?" is raised. We want the answers as badly as you do! If you find anything new for MK II or any other fighting game, send it to:

The Fighter's Edge
P.O. Box 5828
San Mateo, CA 94402
FAX: 415/349-8347

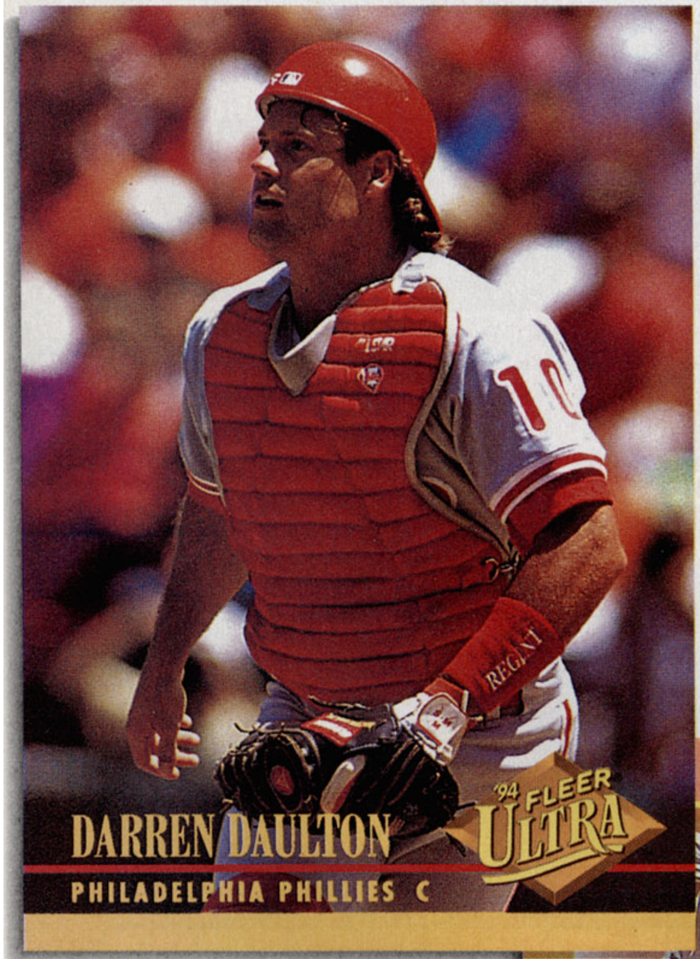
Or, call Tomo and Charles at:
310/948-4030

Next Month: The ultimate combo guide for MK II!

1994 '94 FLEER ULTRA BASEBALL

© MLBPA

MORE COLLECTIBLE THAN EVER!



Basic card front.

All-New Design. More Photos. More Foil. More Inserts.

Making Fleer Ultra™ Baseball better than ever wasn't easy—but we did it. With more quality features. And an innovative new graphic design that's a grand slam of baseball action. The basic card features *four color-enhanced photos.* One larger photo on the front, and three more ultra-hot shots on almost all backs. Plus, '94 Fleer Ultra Baseball Series I now features *gold foil stamping on both sides of all 300 basic cards*—including a new embossed gold foil diamond logo. And every card is printed on ultra-quality heavy stock. UV coated. And color coded by team. '94 Fleer Ultra Baseball isn't just another premium baseball card, it's in a league of its own.

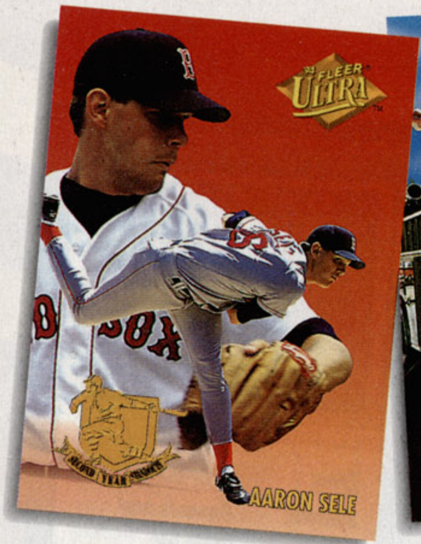
- 4 PHOTOS PER CARD.
- GOLD FOIL STAMPED ON BOTH SIDES.

249
JOHN KRUK
Phillies
© 1994 FLEER CORP. PRINTED IN U.S.A.

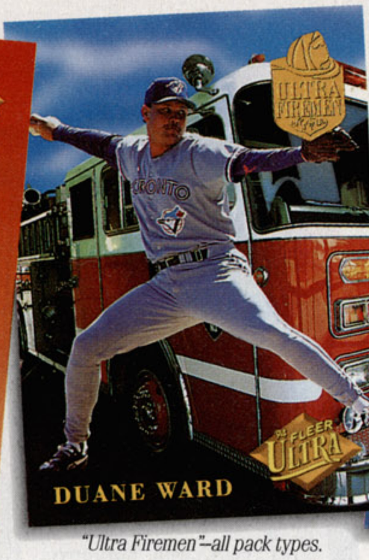
Ht: 5'10" Wt: 200 Bats: L Throws: L Born: 2/9/61 Charleston, WV

Yr.	Club	Pct.	G	AB	R	H	2B	3B	HR	RBI	SB	BB	SO
93	Phillies	.316	150	535	100	169	33	5	14	85	6	111	87
	ML Totals	.300	1080	3483	534	1044	175	34	93	531	54	581	617

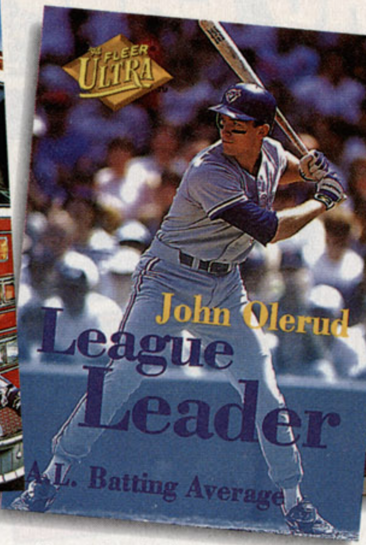
Basic card back.


'94 FLEER ULTRA
AARON SELE

"Second Year Standouts"–all pack types.


ULTRA FIREMEN
DUANE WARD
'94 FLEER ULTRA

"Ultra Firemen"–all pack types.


'94 FLEER ULTRA
John Olerud
League Leader
A.L. Batting Average

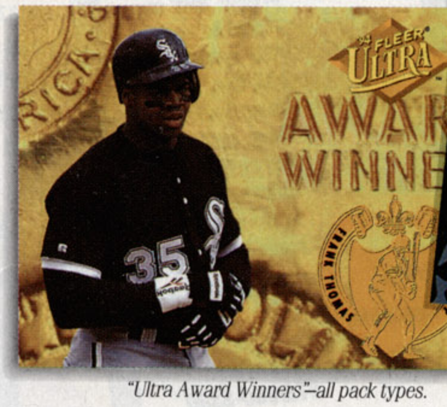
"League Leaders"–all pack types.

'94 FLEER ULTRA
RBI KING
DAVID JUSTICE

"RBI Kings"–19 card packs only.

6 Hot Insert Sets. Breakthrough Designs. 1 Insert Card Per Pack.

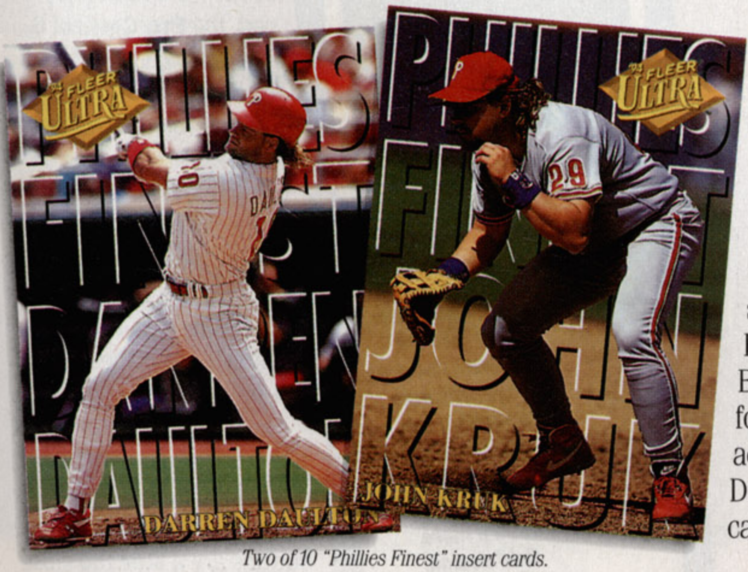
'94 Fleer Ultra Baseball Series I features *six completely different insert sets.* Some are harder to find than others, but you're guaranteed to find *one insert card in every pack.* Look for two ultra-scarce etched metallized insert sets: 12 "Home Run Kings" and 12 "RBI Kings." Plus 10 "Second Year Standouts," 10 "Ultra Firemen" and 10 "League Leaders." And watch out for all 25 "Ultra Award Winners" featuring the league's top talent. And remember, our insert cards aren't just dressed up basic cards, they're all totally unique. And highly collectible.


'94 FLEER ULTRA
AWARD WINNER
FRANK THOMAS

"Ultra Award Winners"–all pack types.

HOME RUN KING
'94 FLEER ULTRA
KEN GRIFFEY, JR.

"Home Run Kings"–
14 card packs only.


PHILLIES FINEST
'94 FLEER ULTRA
DARREN DAULTON
JOHN KRUK

Two of 10 "Phillies Finest" insert cards.

Two Stars Shine In "Phillies Finest" Highlights Set.

In tribute to a tremendous season, Fleer Ultra specially designed a limited-edition "Phillies Finest" Highlights set honoring Darren Daulton and John Kruk. It's so amazing it can even make a Braves fan smile! Every card is gold foil stamped on both sides. And for added collector value, John and Darren each signed over 1,000 cards for random insertion.*

'94 FLEER ULTRA

BETTER THAN EVER.

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MAIL-IN EXTRA! Two more "Phillies Finest" Highlights cards—one Kruk, one Daulton—are available exclusively by mail for ten '94 Fleer Ultra Baseball I wrappers and $1.50 (S/H). See pack for details.

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*No purchase necessary for a chance to win a signed Daulton or Kruk signature card. Send a postcard w/name, complete address and zip code to "Daulton/Kruk Signed Cards" PO Box 296, Church Hill, MD 21690. Entries must be mailed seperately and received by 9/30/94. Only winners will be notified. Odds are 1:11,000 packs. NOTE: Signature cards are fun to find and collect but are of indeterminate value and subject to changing market conditions. Odds of finding limited-edition insert cards: unsigned Daulton or Kruk card: 1:6 packs. "Home Run Kings" card: 1:36 packs. "Second Year Standouts" card: 1:11 packs. "Ultra Firemen" card: 1:11 packs. "League Leaders" card: 1:11 packs. "Ultra Award Winners" card: 1:3 packs. "RBI Kings" card: 1:36 packs.

GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

May...a time when a young rat's fancy turns to thoughts of...cheese! And to the new products that have shown up at the lab this month. We've got hot joypads from STD and Naki, and news about a new Pro Action Replay game enhancer (with info about where to buy it). Let's check 'em out!

Action Accessories

The Pro Action Replay is a game-enhancing device similar to the Game Genie, but with a marked difference: You can program it to do different things, like give yourself infinite lives or unlimited ammo, and you aren't dependent on a separate company to invent the codes for you.

Although it's been widely available in the U.K., the Pro Action Replay has been elusive in the U.S. We reported an address previously in the Lab, but that company has since stopped carrying the P.A.R. Now the manufacturers, Datel Electronics, have plans to market the peripheral more widely, and **Tommo Inc.**, a reliable import company, has started carrying Datel's complete Game Enhancer product line.

The **Pro Action Replay 2** is even better than the original. With it, you can create your own codes, and its Universal Cheat System enables you to use the same cheat on British, American, and Japanese games. Now when you see a cheat in a foreign mag, you can use it at home.

Pro Action Replay
Action Replay

Pro Action Replay 2

Type:	**Game Enhancer**
System:	**Genesis, SNES, NES, Game Boy, Game Gear, and Sega CD**
Feature:	**Create your own codes to activate special abilities, such as unlimited lives, unlimited fire power, and infinite energy at the flick of a switch.**
Price:	**Call for price**
Available:	**Now**
Contact:	**Tommo Inc. 213/680-8880**

Noteworthy

Always wondered where to buy a Pro Action Replay? You can now order it through the sole U.S. distributor:

Tommo Inc.
923 East Third Street, #402
Los Angeles, CA 90013
213/680-8880
FAX: 213/621-2177
FAX: 213/628-9202

Jammin' Joysticks

STD is back at it, with the **SG ProPad6**, a solid six-button control pad for the Genesis. The ProPad6 features autofire settings for all six buttons and assignable "Synchro fire." This enables you to program a set sequence of button presses to the Left or Right triggers located on the top of the pad. Will it fly in Peoria? It's not amazing technology, as joypads go, but the action is dependable and an ergonomic design enhances the pad's great features.

SG ProPad6

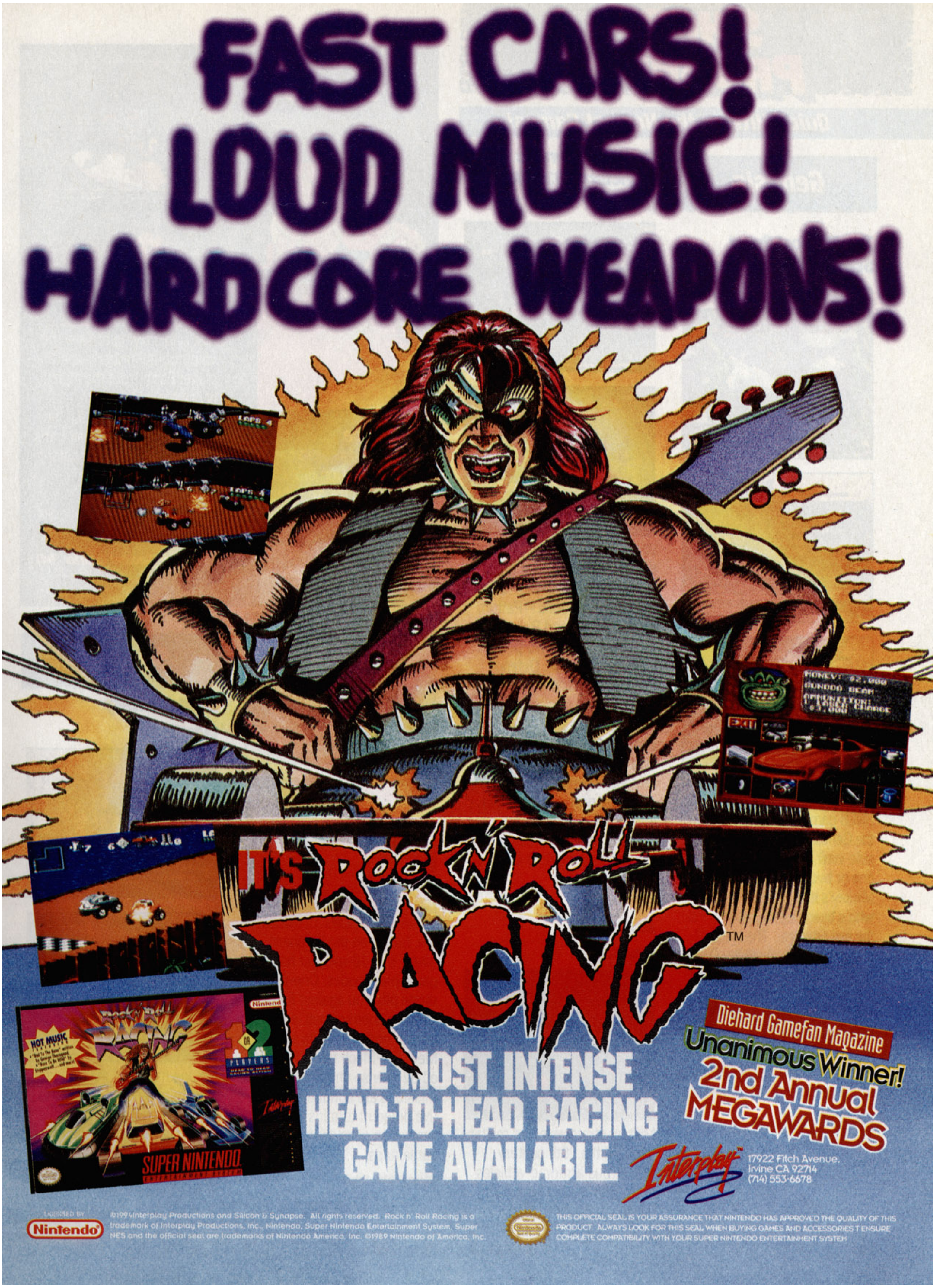
Type:	**Joypad**
System:	**Genesis and Sega CD**
Features:	**This six-button pad has assignable Synchro fire buttons – it looks better than anything STD's done yet.**
Price:	**$19.95**
Available:	**Now**
Contact:	**STD 410/785-5661**

Pro Control 6

Type:	**Joypad**
System:	**Genesis, SNES, Super Famicom, and Mega Drive**
Features:	**A dual pad cuts down on cord clutter...and cost. This pad from Naki has great features, but it would have benefited from a more fluid design.**
Price:	**$19.99**
Available:	**Now**
Contact:	**Naki 800/824-NAKI**

Naki has an answer for multi-system cord clutter. The company has come up with a two-system, six-button joypad, the **Pro Control 6**, for both the Genesis and the SNES (along with the Super Famicom and the Mega Drive). To top it all off, this joypad's programmable, and it has Auto Fire and Slow Motion. You can select Turbo and Auto Fire for all six buttons independently, and speakers are built into the joypad.

Pretty neat stuff, but the Turbo/Auto Fire/Slow Mo design in the center of the pad is clunky, and the buttons are a little too close together. G


FAST CARS!
LOUD MUSIC!
HARDCORE WEAPONS!
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Irvine CA 92714
(714) 553-6678

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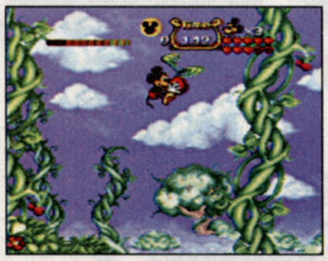
SHORT PROSHOTS

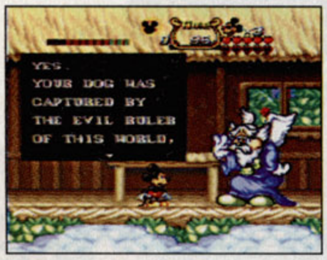
Quick Hits on the Newest Games!

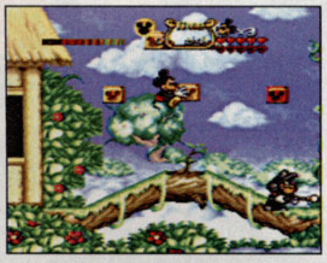
Genesis

The Magical Quest Starring Mickey Mouse

(Capcom)





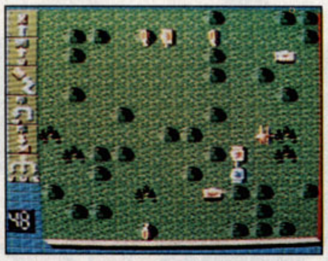


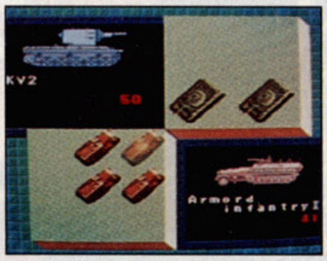
One of the most popular Disney SNES games is finally coming to the Genesis. In this non-violent, side-view, multi-scrolling game, one or two players search for Mickey's lost pooch, Pluto, who's been dog-napped by Pete, the evil Emperor. The six spellbinding levels include the Dark Forest, Pete's Peak, Snowy Valley, and finally Pete's Castle. Mickey can spin objects and hang onto them for a quick flight over nearby obstacles. He also wears various magical costumes that give him special powers.

(Available April)

Operation Europe: Path to Victory 1939–45

(Koei)



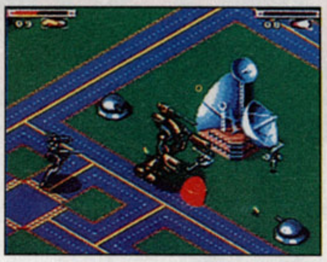


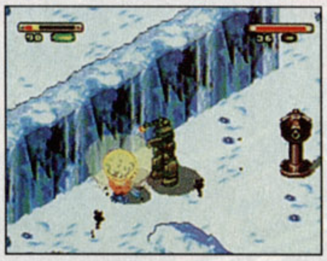
World War II's legendary battles – the Battle of the Bulge, Normandy, and Berlin – and legendary generals – Patton, Montgomery, and Rommel. They're all in the two-player Operation Europe. Defend Europe against the Axis onslaught by devising a victorious plan. The six historical, overhead-view scenarios enable you to destroy enemy bridges, assassinate opposing generals, drop paratroopers into occupied cities, and more. A SNES version comes out the same day, June 6 (D-Day).

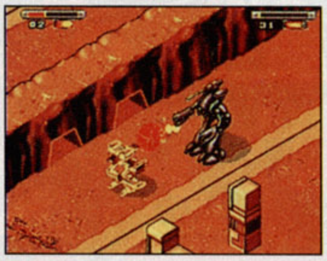
(Available June)

Battletech

(Absolute)



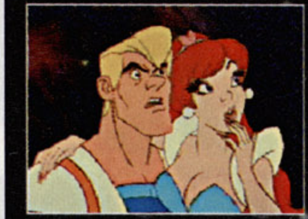


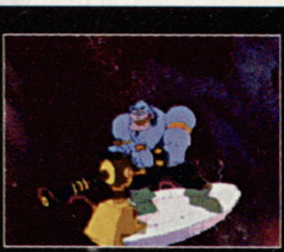


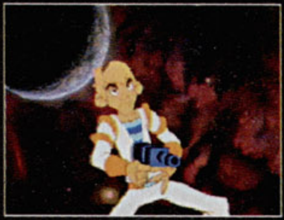
Military strategy meets military might in the 28th century. Monstrous armored vehicles march across the land and engage in multi-scrolling combat. Based on the hit board game, this 16-megger has two game play modes: One-player mode pits you against five formidable enemy clans, and two-player mode presents a tactical Mech-on-Mech fight highlighted by intense shooting. The 25 missions are conducted over five different terrains, all viewed on good-looking 3D battlemaps.

(Available July)

Sega CD







Space Ace

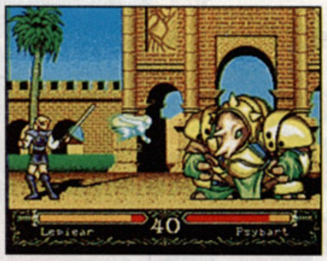
This eagerly awaited game comes from Don Bluth, the man behind the acclaimed animated film *An American Tail* and the recent Sega CD hit Dragon's Lair. You play as Dexter, a valiant space warrior who's trying to save the voluptuous Kimberly and the planet Earth from the attack of the big bad blue Borf. When nailed by Borf's Infanto-Ray, the brawny Dex transforms into a kid! This colorful, action-packed, multi-scrolling game has been popular in the arcades and looks even stronger on disc.

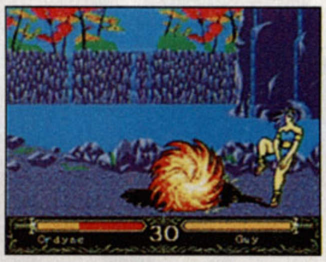
(Available Second Quarter '94)

Sega CD

Battle Fantasy

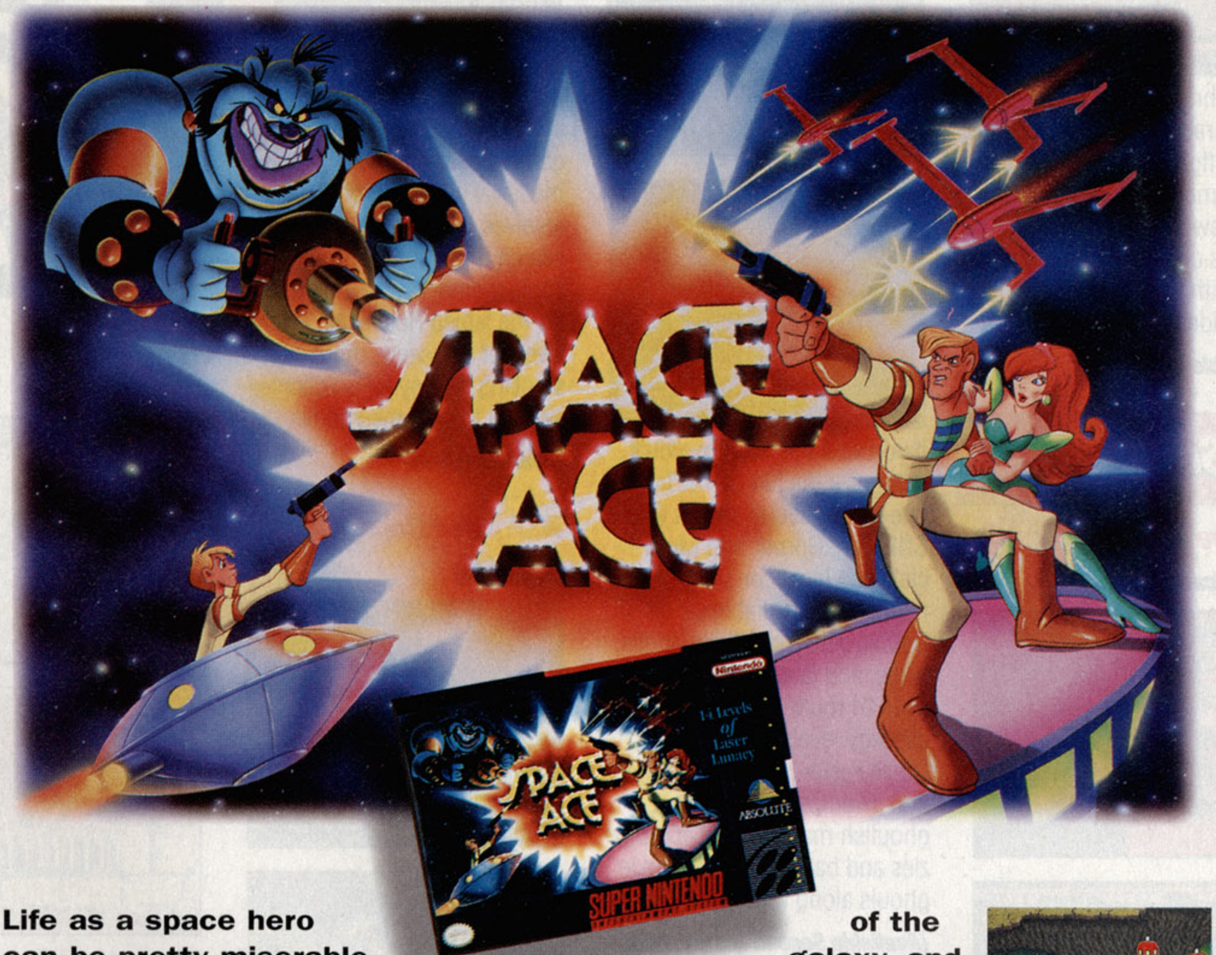
(Absolute)





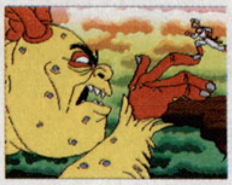
No one has ever challenged the awesome powers of the sinister X-Dark – until now. Battle Fantasy combines fighting action with the fantasy worlds of role-playing games to deliver a unique CD experience. This one- or two-player game

PRETTY COOL FOR A GUY NAMED DEXTER!

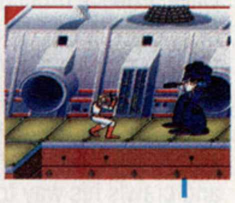


Life as a space hero can be pretty miserable sometimes. Like now, for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening to conquer the Earth. On top of all that, your name is Dexter.

Your mission? Rescue the girl, save the world, run the bad guy out of the galaxy, and regain your manhood (not necessarily in that order)!



Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14 wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put you in the action!!



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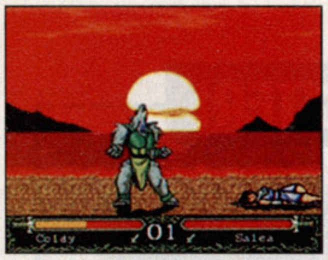


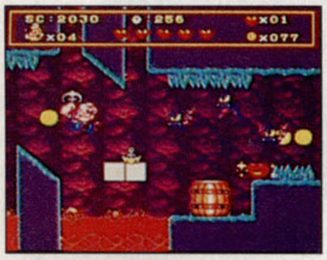
offers three modes of play and ten characters to choose from as you fight your way to the X-Dark's mountain castle. The side-view, multi-scrolling screens create a strange world filled with warring beasts and fair maidens.

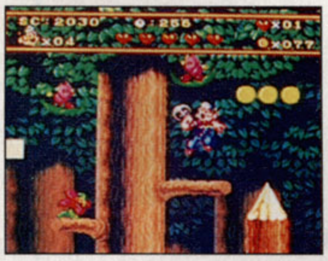
(Available Now)

Super NES

Popeye

(American Technos)



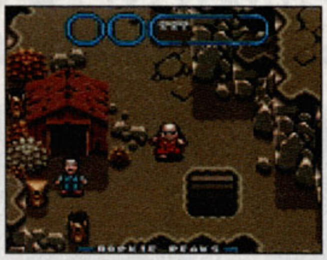


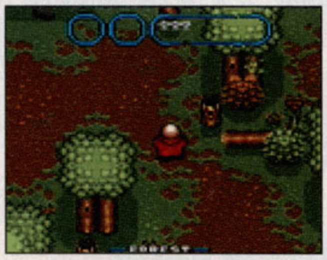
Everybody's favorite cartoon sailor has lost his love, the spindly Olive Oyl, to the evil Sea Hag. While trying to save Olive, Popeye must battle past Brutus and fight through seven stages of side-view, multi-scrolling action/adventure. Armed with an anchor, Popeye jumps, climbs, punches, digs, and crawls his way to spinach-powered victory. This eight-meg game features more than 50 sub-stages, bonus stages, and split-screen competition. Expect a Genesis version in July and a Game Gear version in August.

(Available June)

Addams Family Values

(Ocean)



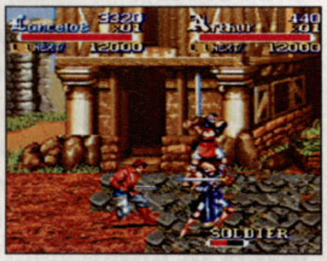


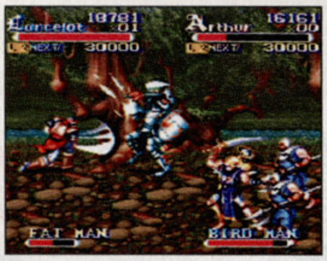
If you saw the '93 film, you'll recognize the '94 game. In this one-player sequel to last year's SNES hit, Gomez and Morticia's son has been babynapped by the diabolical Debbie Jellinsky. Chills, thrills, spills, and laughs are spread over 14 multi-scrolling action/strategy levels. Playing as Uncle Fester, gamers venture into swamps, caves, and a ghoulish mansion, solving puzzles and battling ookie, kookie ghouls along the way.

(Available Second Quarter '94)

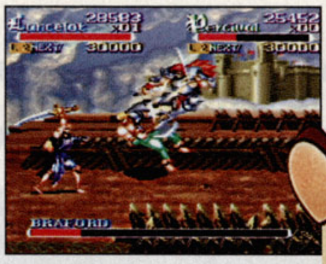
Knights of the Round

(Capcom)





Role-players will welcome the good-looking graphics and unique puzzles found in Knights of the Round. Adventure lovers will like the dramatic fights and

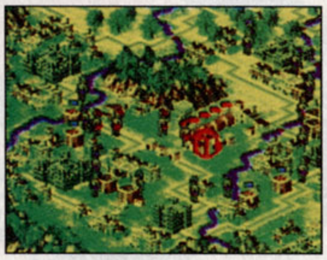


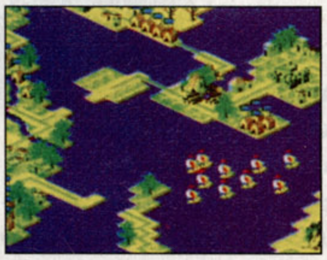
the variety of attack maneuvers in this lively one- or two-player game. Set in King Arthur's medieval world, Knights involves Lancelot and Percival's search for the other Round Table members and their quest for the fabled Holy Grail. Twelve levels of side-view, multi-scrolling fantasy RPG action await in this 16-meg game.

(Available Now)

Warrior of Rome III

(Absolute)





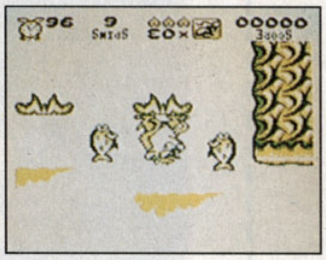
Journey back to the days of Ancient Rome in this four-meg sequel to a popular strategy game. Choose from 25 Mediterranean regions, including Persia, Egypt, and Arabia, and conquer them with your Roman legions. The three-quarter-overhead views are well detailed, with plenty of multi-scrolling maps to help you plot your campaigns. Two players can clash head to head for some split-screen action, and a battery back-up enables them to save their progress.

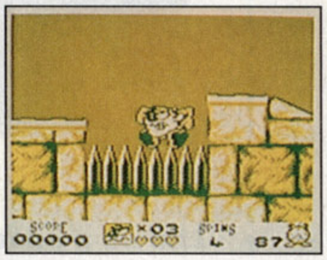
(Available May)

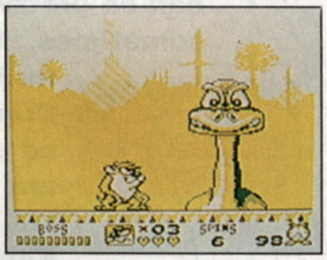
Game Boy

Taz-Mania

(Sunsoft)







That wild and crazy Taz has escaped from the Acme Zoo and is looking for a new home. Zoo keepers and big-game hunters are behind him, while lakes, collapsing bridges, and spinning towers are ahead. This two-meg side-view game is spread out over five islands and totals approximately 20 levels. Each island has its own style of game play, with some of the stages (the 3D road scene, for instance) echoing the game play in the SNES version.

(Available May)

It's time for another run, Chummer!

SHADOWRUN
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Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences
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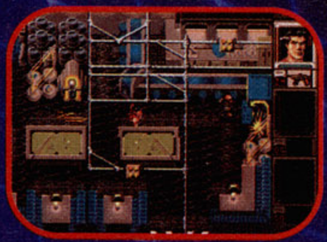
Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

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You've got the Skill...You've got the Guts...and Sega™ Genesis™ has all the Magic and Technology you need!

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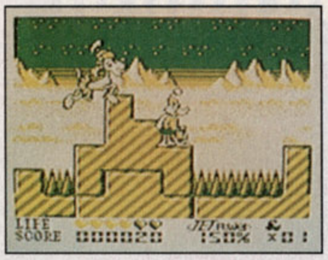
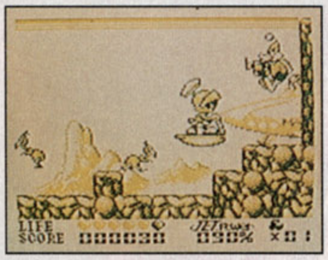
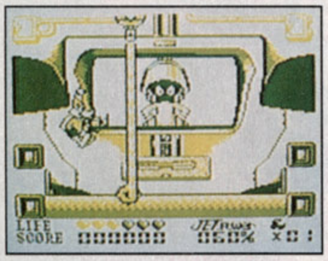
Daffy Duck

(Sunsoft)







It's the twenty-four-and-a-half century, and Duck Dodgers is still battling Marvin the Martian. In this two-meg game, Earth is blocking Marvin's view of Venus, so he's aimed his P38 Space Modulator at Earth and targeted it for disintegration. Only Daffy (alias Duck Dodgers) and his shrinking ray gun stand in Marv's way! The four stages and 25 levels of side-view fun feature many of the goofy enemies from the classic cartoons.

(Available April)

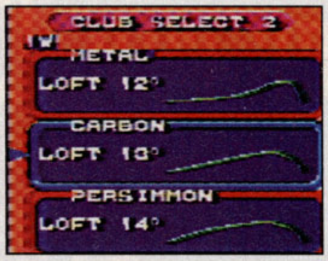
Game Gear

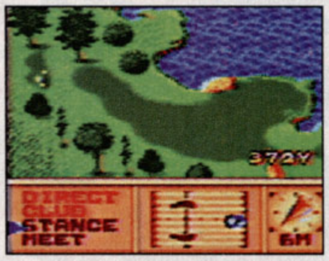
Scratch Golf

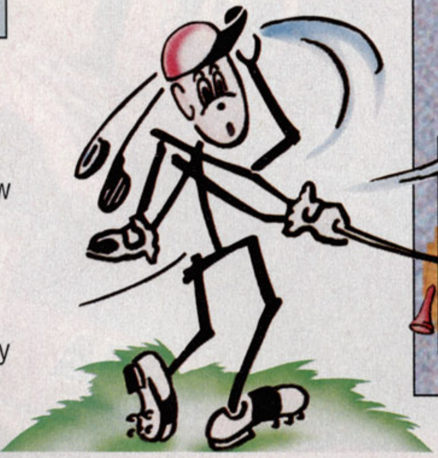
(Vic Tokai)

This two-meg golfing game has a surprising number of options for a hand-held. One or two players can attempt three game play modes, try two 18-hole courses, choose Metal, Carbon, or Wooden clubs, and jump to any of the holes up ahead. Adjust your stance, select your club, and swing to match the lie of the overhead-view, side-scrolling course and the wind conditions, then watch your ball fly over hazards to the green.

(Available Now)







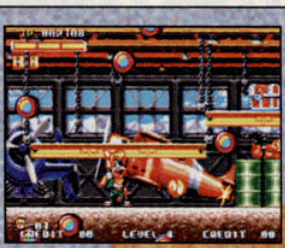
Neo•Geo

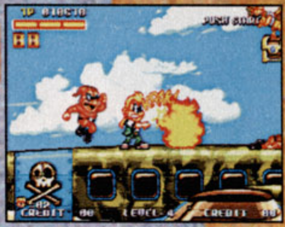
Spinmaster

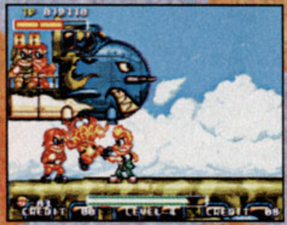
(Data East)

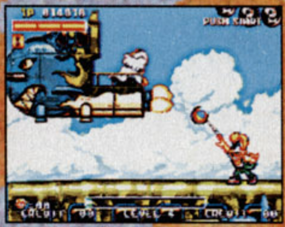
Spin your way to a hidden treasure with this fast-moving, two-player action/ adventure game. You're in search of missing map pieces that will lead to *mucho dinero.* The side-view, multi-scrolling search takes you to exotic lands and settings (such as the Egyptian Pyramids) and against legions of cartoony enemies, some of whom attack via plane. Your weapons are a powerful yo-yo, an unstoppable boxing glove, fiery bombs, freezing ice, and a thunder move that homes in on assailants.

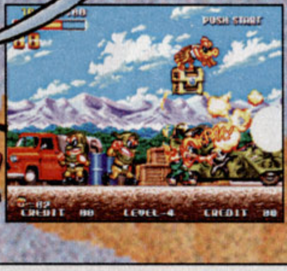
(Available Now)

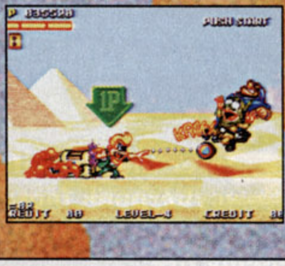












Shipping in May

Genesis

Jammit Basketball (Virgin)
Liberty or Death (Koei)
Marko's Magic Soccer (Domark)
Might & Magic III (FCI)
StarQuest (Namco)
Sylvester & Tweety (TecMagik)
World Cup USA (US Gold)

Sega CD

Harrier (Domark)
Soulstar (Core Design)
World Cup USA (US Gold)

SNES

Jammit Basketball (Virgin)
Liberty or Death (Koei)
Lord of the Rings (Interplay)
Might & Magic III (FCI)
Ren & Stimpy: Time Warp (T•HQ)
Sound Fantasy (Nintendo)
Spectre (Gametek)
Speedy Gonzalez (Sunsoft)
Suzuka 8 Hours (Namco)
Ultima: Runes of Virtue II (FCI)
Ultima: The False Prophet (FCI)
Warrior of Rome III (Absolute)

3DO

The Eleventh Hour (Virgin)
Theme Park (Electronic Arts)

Game Boy

Stop That Roach (Koei)
Taz-Mania (Sunsoft)

Game Gear

Disney's Aladdin (Sega)
Humans (Gametek)
Marko's Magic Soccer (Domark)
Pinball Dreams (Gametek)
World Cup USA (US Gold)

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EGM magazine

Genesis • Game Gear
Amiga • NES

* Titled The Fantastic Adventures of Dizzy

GENESIS

GAME GEAR

PC

AMIGA

NES

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Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	3.5	4.0	Intermediate

COSMIC SPACEHEAD

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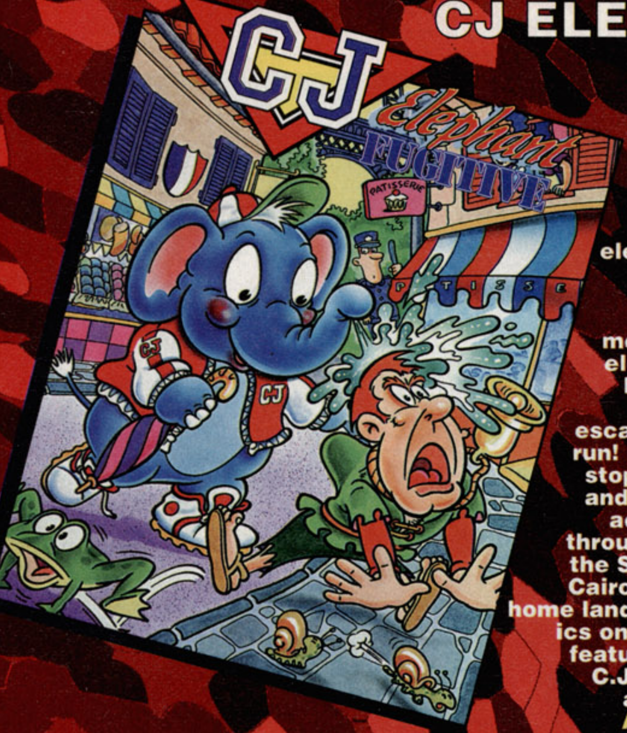

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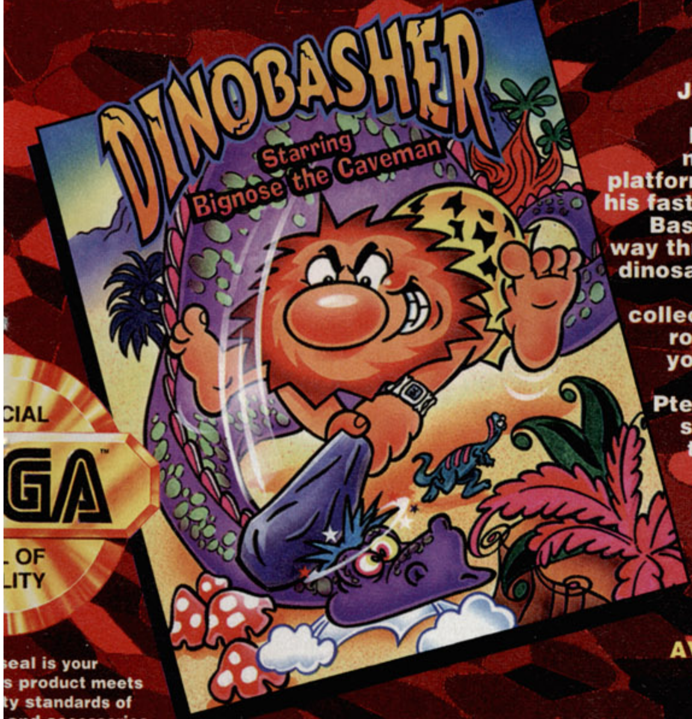

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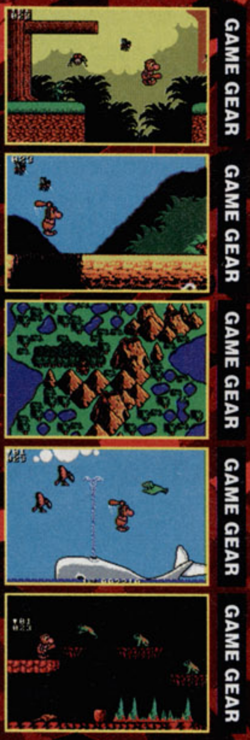

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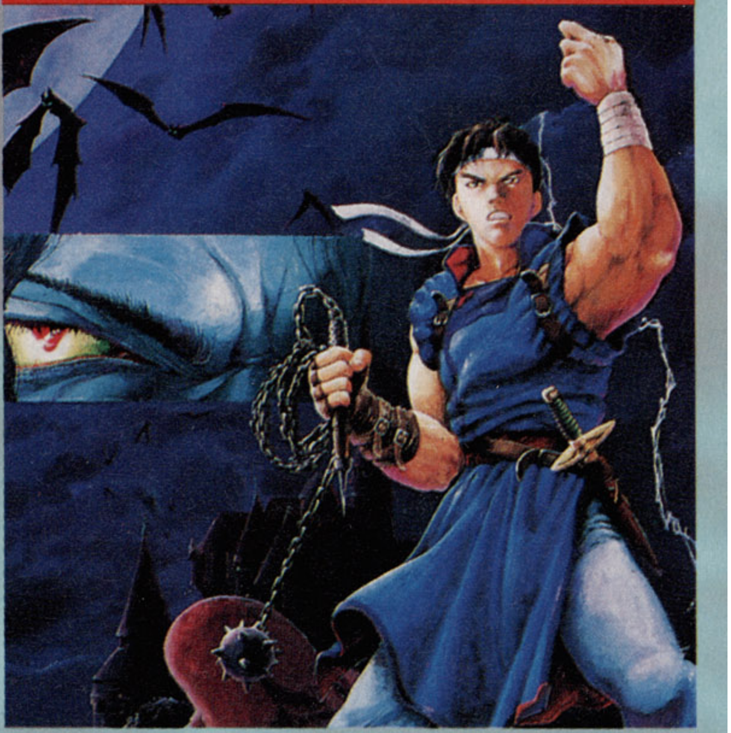
OVERSEAS PROSPECTS

An International View on Video Games

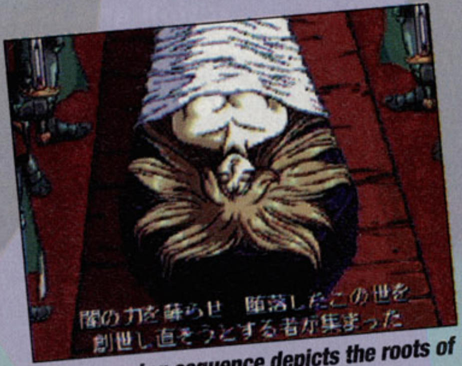
Dracula X

(PC Engine, By Konami)

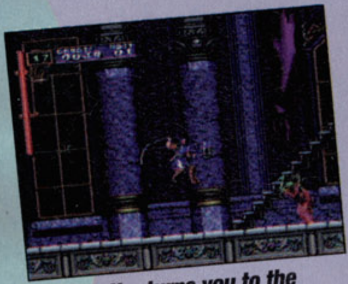


By Slasher Quan

The Castlevania crusades continue! In Japan, where the series is known as Dracula, Konami has produced a silver disc worthy of the PC Engine Super CD. Declaring Dracula X to be the greatest Castlevania of all time would be a slap at Castlevania IV for the SNES, but earmarking X as one of the ten best side-scrollers of all time is a no-brainer. Says a lot about Castlevania games, huh?


闇の力を蘇らせ　堕落したこの世を
創世し直そうとする者が集まった

A full opening sequence depicts the roots of Dracula's evil!



Dracula X returns you to the re-inhabited ruins of Dracula's original castle.

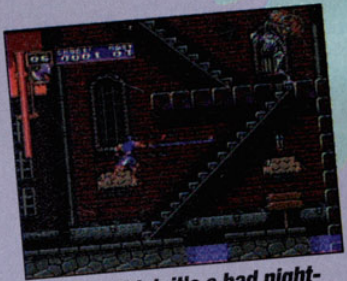
Fresh Blood, Old Evil

Dracula X mixes familiar technique and layout with original presentation and game-play depth that'll have you howling with delight. The Super CD begins with a breathtaking animated cinema sequence of classic vampiric horror. Good luck understanding the German voice and Japanese subtitles, but heck, the language of fear is universal.

The action is a cross between NES and SNES styles. The game play is more like the NES carts, featuring smaller sprites, a whip that can't be swung diagonally, and greater emphasis on the supplemental weapons. However, the rich backgrounds and screen-filling bosses speak of 16-bit, and the jazzy, creepy, orchestral CD music screams it. All-encompassing gothic horror atmosphere sets this game apart from the pack.

You play as another Belmont, but you can also play as a young female whom you rescue. Although one wishes for the diversity and ingenuity of the four characters from the four-meg Castlevania III on the NES, the second character here adds fun, technique, and comic relief. Not only can she double-jump and throw birds, but she also has personalized supplemental weapons, such as musical notes and hearts. Very anime!

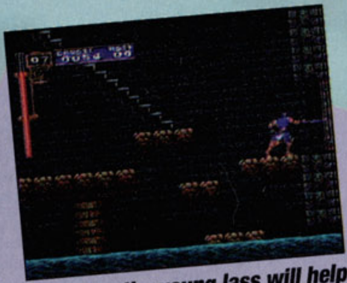
PROTIP: You don't need a converter to play Dracula X on your Duo or Turbo-CD if it's equipped with a Super System card.



You may think it's a bad nightmare, but you must return to several towns from Simon's Quest.

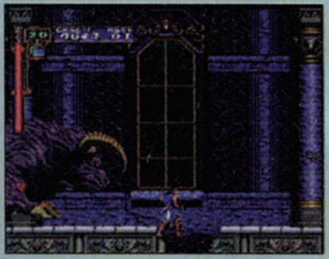
Good to the Last Drop

Dracula X is a long and fulfilling quest that adds terrific replay value with many paths to explore. Instead of simply choosing a path at the conclusion of the level, in X you can actually find new areas and new directions during game play! Secrets abound, and you'll want to uncover them all, much like playing an RPG.

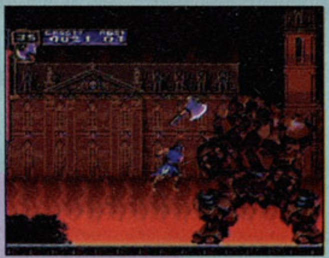


Rescuing the young lass will help your mission immensely. You'll need to use a key here.

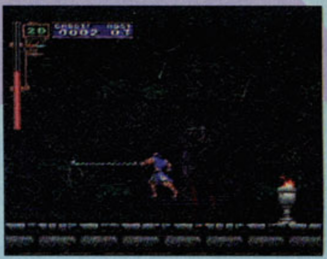
Praying for TTI to bring X to the U.S. is as futile as asking the Count to spare the neck of his latest victim. Therefore, anyone who plays video games and owns a Duo or an Engine would be crazy not to stake out a copy of this one from an import store. G



Secret areas and new passages can be carefully hidden, but often you'll stumble onto them by accident!



The huge, horrific mini-bosses that come before the real boss add to the danger and excitement!

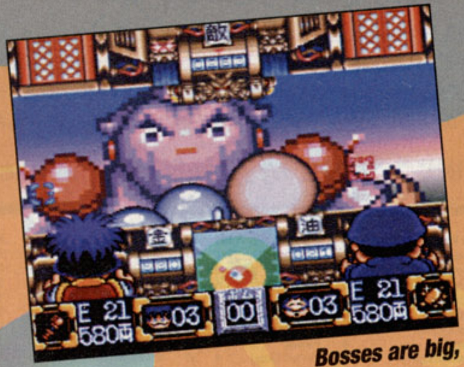


The crows' patterns can become very annoying unless you can psyche them out.

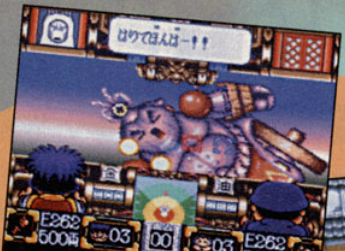
GANBARE GOEMON 2 *(Super Famicom, By Konami)*

By The Trackman in Japan

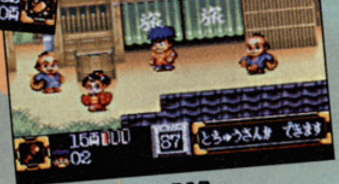
Ganbare Goemon may be the most Japanese of Japanese games, with gorgeous Mt. Fuji backgrounds, traditional samurai weapons, even ancient Japanese money. Toss in the giant robot fighting and you've got a highly original, seriously entertaining cart.



Bosses are big,



but so are you.



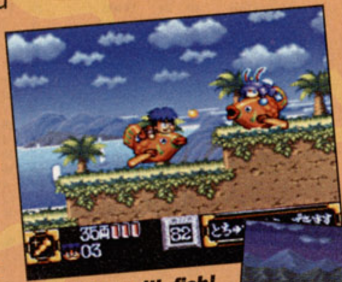
Time for a little R&R.

Gargantuan Goemon

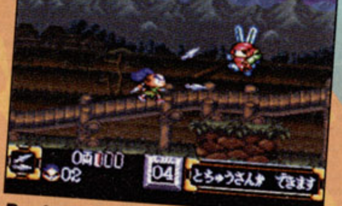
Goemon's story line is simple in any language: Travel across Japan, beat the mad Shogun, and save the girl. Got it? What makes this game exciting are the massive stages, which are packed with a variety of game play.

Goemon covers six areas with five stages each. The first and third stages are side-scrolling combat contests. Careful elimination of some enemies reveals unusual vehicles, such as the weird armored fish.

The second stage is an imaginative village rest area, where you can sleep off thoses aches and pains and get paid for helping old ladies walk straight (no lie). The fourth stage is a high-speed side-scrolling mechanical slugfest where you guide your giant Goemon Impact Robot to smash anything in sight.



Fight fish with fish!



Don't take the cute-looking combat lightly.

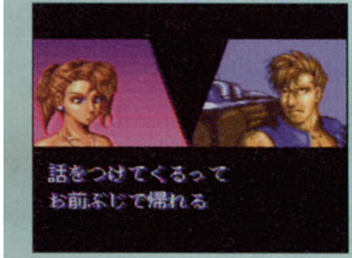
In the fifth stage, you sit at the controls of your giant robot and trade metallic blows with one of the Shogun's giant 'bots.

The best feature of the entire game is the ability to return to any completed stage. That's right, you can do anything you want all over again. Collect money, meet geishas, do that giant robot fight (my fave!), but when you get a chance, move on and save the girl, will ya? G

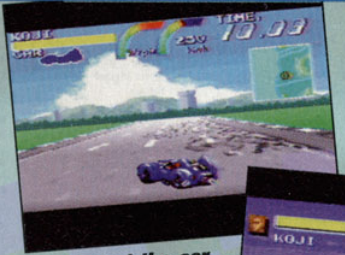
ZOKU: THE LEGEND OF BISHIN *(Super Famicom, By Manifact)*

By Game Over Man

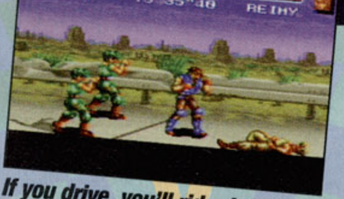
Zoku is part driving game, part fighting game, and all action. You play Koji or Risa, who have a nasty difference of opinion with a gang of nine hard cases. There are several ways to fight this pretty good fight. If you play the adventure mode, you have to drive to work. If you prefer to skip the driving, you can pick one-on-one fights versus the computer or a sparring partner.



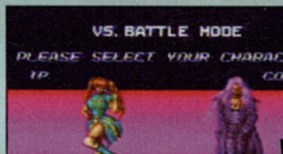
In adventure mode you play Risa or Koji.



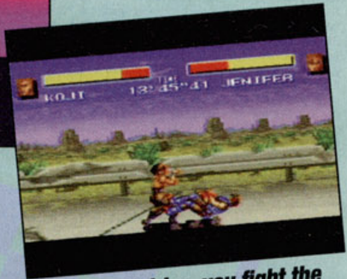
The behind-the-car ride is a breeze, unless you get lost.



If you drive, you'll ride right into a gang war.



For one-on-one fighting you can pick any character.



If you don't drive, you fight the bosses one at a time.

SF Lite

The fighting won't fire up the Pros, but it has flair. Each Zoku combatant has eight offensive moves but no defense. Fireballs by Ryoko and Lei-Fan, Flame-throwing by Miyabi, and Hundred-Hands slapping by Flare will definitely ring a bell with Street Fighter fans.

If you hit the road, the combat commute covers eight roadways with a Zoku fighting boss awaiting you. The behind-the-car driving's no sweat, but each road has a time limit, and you have to figure out how to reach your destination by using an indispensable satellite-view map window.

Reach the end of a road... and it just might be the end of the road for you. A gang of road warriors disses you big time during the cool-looking cut scenes, then it's up to you to beat or be beaten. Americans aren't the only people who like to head out on the highway, looking for adventure. G

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Legendary Wngs	1	3
Legends Dmnd	1	18
Lemmings	1	20
Lethal Weapon3	14	28
Life Force	1	3
Linus Spacehead	6	25
Litl Lg Bsbl	1	6
Litl Mermaid	2	18
Litl Ninja Bros	1	20
Litl Nmo Dr Mstr	1	10
Litl Samson	14	28
Lode Runner	1	5
Lone Ranger	$4	$15
Loopz	6	20
Lost In Vegas	16	30
Low G Man	1	3
Lunar Pool	1	10
Mach Rider	1	2
Mad Max	1	4
Mafat Cnsprcy	1	3
Mag Jhnsn Bskb	1	4
Mag Sherezade	1	5
Magic Darts	10	24
Magician	3	15
Magmax	1	2
Major Lg Bsbl	1	2
Maniac Mansion	1	10
Mappyland	1	8
Marble Madns	1	7
Mario Brothers	1	7
Mario Is Missing	14	32
Marvels X-Men	2	18
Master Chu	3	10
Matchbox Racers	16	30
Mc Kids	10	20
Mech Attack	2	7
Mega Man 1	5	13
Mega Man 2	1	10
Mega Man 3	1	10
Mega Man 4	6	18
Mega Man 5	12	30
Mega Man 6	16	30
Menace Beach	10	25
Mendel Palace	1	6
Mermaid Atlantis	14	30
Metal Fighter	4	15
Metal Gear	1	3
Metal Man*	16	30
Metal Mech	1	8
Metal Storm	1	10
Metroid	1	3
Michl Andretti	1	10
Mickey Mouse	3	10
Mickey's Adv*	16	30
Mickey's Safari	16	35
Micro Machines	10	25
Mig 29	1	10
Might & Magic	20	50
Mighty Bmb Jck	1	5
Mighty Final Fgt	14	30
Millipede	6	28
Milons SecCastle	1	5
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Mission Cobra	8	18
Mission Imp	1	3
Monopoly	10	38
Monst Trk Rly	14	28
Monster Party	1	5
Monster/Pocket	4	18
Moon Crystal	16	30
Moon Ranger	8	28
Motr City Ptrl	10	28
Mr Gimmick*	16	30
Ms Pacman	26	50
MULE	3	10
Muppet Adv	4	12
MUSCLE	1	2
Mutant Virus	2	12
Mystery Quest	1	4
NARC	1	5
Nascar Chall	4	18
NFL	1	6
NES Open	5	28
Nghtmr Elm St	1	7
Nigel Mansell	16	30
Nightshade	1	12
Ninja Crsdrs	3	8
Ninja Gaiden	1	4
Ninja Gaiden 2	1	5
Ninja Gaiden 3	2	16
Ninja Kid	1	4
Noahs Ark	16	30
Nobun Ambtn	2	16
Nobun Ambtn2	20	40
North & South	12	23
Nosferatu*	16	30
Operation Wolf	1	3
Orb 3D	1	3
Othello	1	10
Over Horizon*	16	30
Overlord	10	22
P Radicus	8	18
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Panic Restaurant	14	30
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Perfect Fit	6	15
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Petr Pan Pirts	1	10
Phantm Fighter	1	5
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Pinball Quest	6	20
Pinbot	4	15
Pipe Dream	4	16
Pirates	10	22
Platoon	1	2
Play Act Ftbl	1	3
Pool Radiance	6	22
Popeye	2	8
POW	1	4
Power Punch 2	3	20
Powerblade	1	7
Powerblade 2	14	28
Predator	1	4
Prince Persia	10	20
Princs Tomato	8	16
Pro Am Racing	1	6
Pro Am Racing2	12	32
Pro SprtHockey*	16	30
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Pugsleys Hunt	16	30
Punch Out	1	5
Punisher	1	7
Puss & Boots	2	12
Puzzle	8	15
Puzznic	16	36
Pyramid	14	29
Pyramids Of Ra	16	30
Q Bert	3	12
Qix	24	40
Quant Fighter	1	5
Quattro Adv	4	18
Quattro Arcd	12	26
Quattro Sports	6	15
Race America	10	28
Racket Attack	1	2
Rad Gravity	1	5
Rad Racer	1	6
Rad Racer 2	2	8
Rad Racket	12	28
Raid 2020	1	7
Raid Bnglg Bay	1	2
Rainbow Island	8	28
Rally Bike	2	10
Rambo	1	2
Rampage	1	6
Rampart	5	20
RBI Baseball	1	5
RBI Bsbl 2	1	13
RBI Bsbl 3	4	25
Remote Control	1	4
Ren & Stimpy	16	30
Renegade	1	2
Rescue Emb Mis	1	2
RescueRangers	2	10
RescueRangers2	16	30
Ring King	1	5
Rivr Cty Rnsm	1	6
Road Blasters	1	7
Road Runner	4	15
Robin Hood	1	12
Robo Cop	2	7
Robo Cop 2	5	15
Robo Cop 3	14	26
Robo Demons	4	15
Robo Warriors	1	3
Rock N Ball	1	6
Rocket Ranger	1	2
Rocketeer	1	6
Rockin' Kats	10	20
Rcky&Bullwnkl	10	25
RogerClmns Bsbl	1	10
Roger Rabbit	1	5
Roller Ball	6	22
Roller Games	1	5
Rollerblade Rcr	10	28
Rolling Thunder	1	3
Romnc3Kngds	1	13
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Roundball	1	13
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Skate Or Die 2	1	5
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Snow Brothers	16	40
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Sqoon	1	5
Squashed*	16	30
Stadium Events	14	30
Stanley	8	22
Star Force	1	4
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Star Trek	8	20
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Star Voyager	1	2
Star Wars	6	18
Stealth	1	4
Stinger	1	2
Street Cops	1	12
Street Fighter	4	12
Strider	1	3
Stunt Kids	14	24
Superman	1	7
Supr Cars	4	15
Supr Contra	1	6
Supr Dodge Ball	1	7
Supr Glove Ball	1	1
Supr Jeopardy	8	20
Supr Mario	1	1
Supr Mario 2	2	10
Supr Mario 3	2	15
Supr Mr/Dk Ht	1	2
Supr Off Road	1	10
Supr Pitfall	1	7
Supr Spk Vlybl	1	6
Supr Spk/WCSoc	1	7
Supr Sprint	1	7
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Tecmo Bowl 2	6	32
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World Champ Wr	1	7
World Cl Trk	1	3
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E Swat	6	15
Earnest Evans	10	20
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Fantastic Dizzy	26	45
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Fatal Labyrinth	6	15
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Fighting Masters	14	28
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Flashback	20	40
Flicky	14	26
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Gaiares	8	18
Gain Ground	8	18
Galahad	12	30
Galaxy Force 2	9	18
Gauntlet 4	24	42
Gemfire	18	38
General Chaos	16	38
Genghis Khan 2	26	48
George Frmn	12	30
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Gods	14	29
Golden Axe	10	22
Golden Axe 2	12	26
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Greendog	10	20
Grindstormer*	26	45
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Gunstar Heroes	18	38
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Hardball	6	15
Hardball 3	14	38
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Heavy Nova	8	16
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Kid Chameleon	15	30
King Salmon	24	42
King/Monsters	22	40
Kings Bounty	14	30
Klax	22	42
Krustys FH	12	25
Lakers Celtics	4	12
Land Stalker	28	48
Last Action Hero	26	45
Last Battle	5	13
Legends Of Ring	18	36
Lemmings	24	42
Lethal Enfrcr	22	40
LHX AttckChppr	14	26
Lightning Force	12	22
Litl Mermaid	24	42
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MagiclandDizzy*	22	40
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Ms Pacman	22	40
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Mystical Fghtr	10	26
NBA AllstarChlg	14	28
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Nigel Mansell	26	45
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Normy's Babe*	26	45
Olympic Gold	12	24
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Outlander	20	38
Outrun	20	36
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Pacmania	26	44
Paperboy	24	42
Paperboy 2	24	42
Pat Rily Bskbl	5	12
Pebble Bch Golf*	26	45
Pele	26	45
PGA TourGolf	22	40
PGA TourGolf2	34	55
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Phant Star 2	10	22
Phant Star 3	16	35
Phelios	5	12
Pigskin Ftbrwl	14	28
Pink Hollywood	26	45
PiratesDrkWter*	26	45
Pirates Gold*	22	40
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PTO	24	42
Quackshot	12	22
Quad Challenge	14	28
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Rampart	22	40
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RBI Bsbl 3	12	22
RBI Bsbl 4	12	32
RBI Bsbl 93	22	45
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Seven Cities	22	40
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Shadow Beast 2	10	22
Shadow Blaster	5	13
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Shinobi 3	24	42
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Slaughtr Sport	8	18
Slime World	8	26
Soccer	5	13
Socket	26	45
Sol-Deace	10	22
SoldierOfFortune	26	45
Son Of Chuck	26	45
Sonic Hdghog	8	16
Sonic Hdghog 2	16	32
Sonic Hdghog 3	30	50
Sonic Spinball	28	50
SorcersKingdom	22	40
Space Harrier 2	5	13
Space Invaders	30	50
Speedball 2	12	22
Speedway Chall*	22	40
Spiderman	12	22
Spdrman/X-Men	24	42
Splatterhouse 2	18	40
Splatterhouse 3	24	42
Sports Tlk Bsbl	12	25
Star Control	12	22
Star Flight	14	28
Star Odyssey*	22	40
Steel Empire	8	20
Steel Talons	12	24
Stormlord	5	13
Street Ftr 2 SpCp	34	60
Street Smart	10	20
Streets Rage	12	26
Streets Rage 2	24	40
Strider	10	20
Strider 2	20	38
Subterrania*	26	45
Summer Chlnge	16	30
Sunset Riders	22	40
Superman	14	30
Supr Battleship*	22	40
Supr Battltank	18	35
Supr Bsbl 2020	12	30
Supr Hang On	9	18
Supr High Impct	12	20
Supr Hydlide	4	12
SuprMonacoGP	10	20
SuprMonacoGP2	16	32
Supr Off Road	18	35
Supr Smash TV	12	25
SuprTecmoBowl	22	44
SuprTecmoNBA	28	50
Supr Thndr Bld	8	16
Supr Vlybl	9	20
Swampthing*	22	40
Sword Sodan	3	10
Sword Vermlion	12	24
Syd Valis	6	30
Sylvstr&Tweety*	22	40
Talespin	16	32
Target Earth	$6	$13
Task Force Harr	14	26
Tazmania	16	32
TeamUSA Bsktbl	8	22
Techno Cop	6	15
Technoclash	14	30
Terminator	14	30
Terminator 2-Arc	14	32
Terminator 2-Jdg	24	42
Test Drive 2	16	30
Thomas Tank*	22	40
Thunder Fox	12	22
Thunder Frce 2	5	13
Thunder Frce 3	8	16
Tiny Toons	26	44
TMNT-Hyprstne	24	42
TMNT-TournFtrs	30	50
ToeJam&Earl	18	35
ToeJam&Earl2	28	48
Toki Ape Spit	14	30
Tom&Jerry-Fran*	26	45
Tom Lsrda Bsbl	4	15
Tony La Russa	12	35
Toxic Crusadors	8	20
Toys	16	38
Trampln Terror	4	15
Traysia	10	25
Triple Score	24	44
Trouble Shooter	4	13
Truxton	5	13
Turrican	2	12
Twin Cobra	9	18
TwoCrudeDudes	10	25
Tyrants	12	28
Ultmt Qix	16	32
Ultmt Stuntman*	22	40
Uncharted Wtrs	30	50
Universal Sold	10	25
Valis	10	22
Valis 3	3	12
Vapor Trail	14	26
Virtua Racing*	26	45
Virtual Pinball	28	45
Wardner	4	15
Warpspeed	8	25
Warrior Rome	12	22
Warrior Rome 2	20	40
Warrs Etrnl Sun	24	42
Warsong	16	35
Waynes World	26	32
We're Back	26	45
Wheel Fortune	32	50
Whip Rush	6	15
WmbldonTennis	24	45
Wings Of Wor	7	15
WinterChallenge	10	20
WinterOlympics	26	45
Wiz & Liz	26	45
Wolf Child	22	40
Wonder Boy	12	26
World ChpScr 2*	26	45
World CupSccr	20	38
World Heroes*	26	45
World TrphySccr	8	25
Wrath Of Gods*	22	40
Wrld Ldrbd Golf	16	32
WWF RylRmble	32	50
WWF SWrstlmn	16	32
X-Men	22	42
Y's 3	16	30
Young Indy	22	40
Zany Golf	4	12
Zombie High	22	40
ZombieAteNgbr	24	42
Zool*	26	45
Zoom	7	15

ACCESSORIES

Genesis Deck	**$50**	**$83**
Gen 2 Deck	**61**	**99**
Ascii Pad	8	20
Carry Case/Lg	8	18
Carry Case/Sm	5	10
Comp Pro	8	16
Contrl Pad 6Btn	12	22
Din Cable 2Tails	6	16
Din Cable 3Tails	12	19
Dual Turbos(2)	22	39
Ext Cord Cntrl	6	15
FghtrStick 6Btn	16	39
Four Plyr Adptr	14	28
Game Genie	28	48
Game Holder	5	15
Megafire Joypad	14	28
Menacer	12	25
Misc Joypad	4	15
Misc Joystick	8	16
Power Clutch	20	40
Power Jystk	24	42
PowerJystk 6Btn	20	39
Powr Bs Cnvrtr	12	26
Tac 50 Joystk	8	18

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These may not yet be out by the manufacturer.

SUPER NES

We Pay You/We Sell Used		
7th Saga	$28	$50
Action Sport 5*	26	48
Act Raiser	10	25
Act Raiser 2	26	48
Addams Family	22	40
Adv Island	12	30
AeroTheAcrobat	26	48
Aerobiz	28	48
Aladdin	32	50
Alien 3	24	42
Aliens/Predator	22	39
Amazing Tennis	18	35
Amer Gladiators	10	28
Amer Tail Fievel	26	48
Andre Agassi*	26	48
Arcana	24	40
Arcus Odyssey*	26	48
Art Of Fighting	26	48
Asterix/Gaul*	26	48
Axelay	14	28
B.O.B.	20	40
BarbieSprModel	26	48
Barkley's Jam	26	48
Batltds/Btl Mncs	22	40
Batltds/Dbl Drg	14	28
Batman Returns	22	40
Battle Blaze	26	44
Battle Cars*	26	44
Battle Grand Prix	12	30
Battleclash	12	24
Bazooka Bltzkrg	14	30
Beethoven	26	48
Best Of Best	14	26
Big Run*	22	40
Bill Laimbeer	5	13
Bill Walsh Ftbl*	26	48
Biometal	26	48
Bizyland	16	38
Blaze On	14	30
Blues Brothers	22	40
Brainies	26	44
Brawl Brothers	22	40
Brett Hull Hcky	24	44
Bubsy	26	44
BugsBny RRmp*	26	48
Bulls vs Blazers	12	30
Cal Ripken Bsbl	12	30
Calif Games 2	16	32
Capt America	18	38
Capt Novolin	26	44
CarmenSndgo-T	24	42
CarmenSndgo-W	24	42
Castlevania 4	16	32
Cham LgSoccer*	26	48
Champ Pool	26	44
Chase HQ	22	40
Chavez Boxing*	26	48
Chessmaster	24	42
Chester Cheetah	24	42
Choplifter 3*	26	48
Chuck Rock	16	32
Clayfighters	26	48
Claymates*	26	38
Cliffhanger	18	40
Clue	24	42
Combatribes	14	30
Congos Caper	22	42
Contra 3	20	38
Cool Spot	28	48
Cool World	14	30
Crash Dummies	24	44
Crash N Boys	26	44
Curse/Azure Bnd	26	44
Cyber Spin	10	30
Cybernator	20	38
D Force	12	24
Daffy Duck	24	42
Darius Twins	10	20
Death Valley Rly	14	30
Dennis/Menace*	26	48
Desert Strike	26	42
Dig Spike Vlybl*	26	45
Dino City	18	35
Dmsday Warrior	16	35
Dr Franken	26	48
Dracula	16	30
Dragons Lair	12	26
Drakkhen	10	20
Dream Probe*	26	45
Dream TV*	26	45
Dungeon Master	28	48
Earth Dfns Frc	6	20
Eek the Cat*	26	48
Equinox*	20	40
ESPN Baseball*	26	48
EVO Srch/Eden	28	50
Extra Innings	8	25
Eye Of Beholder*	26	48
F 1 Pole Position	26	48
F 1 ROC	18	35
F Zero	16	30
Faceball 2000	16	32
Family Dog	20	40
Family Feud	24	48
Fatal Fury	14	30
Fatal Fury 2*	26	48
Felix The Cat*	26	44
Final Fantasy 2	22	42
FinalFntsy MQ	$10	25
Final Fight	8	20
Final Fight 2	24	42
Firepower 2000	14	28
Firestarter*	26	48
First Samurai	20	40
Flashback*	26	48
Freewy Flyboys*	26	48
Football Fury	20	42
Galatic Dfender*	26	48
Gemfire	22	40
Genghis Khan 2*	26	48
George Frmn	8	19
Goal	14	36
Gods	14	30
Goof Troop	24	42
Gordo #106	26	48
GP-1	20	40
Gradius 3	8	18
Grt Waldo Srch	22	40
Guerilla War	24	44
Gunforce	14	30
Hardball 3*	26	48
HarlysHmngAdv	14	28
Hit The Ice	18	38
Hole In One	12	22
Home Alone	10	25
Home Alone 2	10	26
Hook	14	32
Humans	24	45
Hunt Red Oct	12	30
Hyper Zone	8	18
Imperium	8	38
Inindo	22	39
Inspctr Gadget	26	48
Itchy&Scratchy*	26	48
Jack Nkls Golf	24	42
James Bond Jr	10	30
Jeopardy	28	44
Jim Powers 3D	26	48
Jimmy Connors	20	38
Joe & Mac	12	30
Joe & Mac 2*	26	48
John Madn 92	4	15
John Madn 93	10	25
John Madn 94	22	44
Journey Home*	26	48
Jurassic Park	26	45
Kablooey	14	30
Kawasaki Chall	16	35
Kendo Rage	26	48
KngArthursWrld	20	40
KngOfDragons*	26	48
King/Monsters	10	35
Knights Round*	26	48
Krustys FH	10	20
Lagoon	12	30
Lamborghini	26	48
Last Action Hero	26	48
LawnmowerMan	26	48
Legend*	26	48
Legends Of Ring	24	42
Lemmings	16	30
Lester*	26	48
Lethal Enfrcr	26	48
Lethal Weapon 3	6	24
Lock On	20	40
Lost Vikings	18	38
Lufia	30	50
Magic Sword	10	25
Magical Quest	26	45
Mario Is Missing	20	40
Mario Kart	26	44
MarioPaintGame	10	25
MarioTimeMchn	16	40
Mecarobot Golf	26	48
Mech Warrior	20	40
MegaMa Soccer*	26	48
Mega Man X	30	50
Metal Jacket*	26	44
Metal Marine*	26	48
Metal Masters*	26	44
MickeyUlt Chlg*	26	48
Might&Magic2*	26	44
Might&Magic3	26	44
MondayNgtFtbl*	18	40
Monopoly	28	48
Mortal Kombat	20	55
Mr Nutz*	26	48
Musya	12	30
MVP Football	24	42
Mystical Ninja	12	26
NBA Allstars	12	26
NBA Jam*	30	54
NBA Showdown	24	50
NCAA Bsktbl	12	26
NFL Super	8	30
NHLPA 93	12	30
NHL Hockey 94	32	50
NHL StanleyCup	22	44
Nigel Mansell	16	35
Nobun Ambtn*	26	48
Noln Ryn Bsbl	12	28
On The Ball	22	40
OprationLgcBmb	24	48
OutOfThisWrld	10	28
Out To Lunch	26	48
Outlander	8	22
Pac-Attack	$18	$40
Paladdin's Quest	30	50
Paperboy 2	16	30
Peacekeepers*	26	48
Pebble Beach	30	50
PGA Tour Golf	36	60
Phalanx	10	24
Pilot Wings	14	28
Pink Hollywood	26	48
Pirates DrkWtr*	26	48
Pitfighter	10	19
Plok	22	40
Pocky & Rocky	18	39
Populous	5	15
Power Moves	12	28
Prince Persia	18	40
Pro Quarterback	7	22
PTO	24	44
Pugsleys ScvHnt	24	44
Push Over	16	35
Putty*	24	44
Q Bert	20	40
Race Drivin'	14	30
Radio Flyer	24	42
Raiden Trad	10	26
Rampart	22	38
Ranma 1/2	22	44
Rap Quest*	26	44
Redline Racer	18	40
Relief Pitcher*	26	48
Ren & Stimpy	24	42
Riddick Bowe	26	48
Rival Turf	8	22
Road Riot 4WD	14	28
Robo Cop 3	20	36
RobocopvsTerm	22	42
Robosaurus	20	40
RockNRoll Rcng	24	42
Rocketeer	10	20
Rocky&Bulwnkl	22	40
Rocky Rodent	20	40
RogerClmnsBsbl	14	28
Romnc3Kngds2	32	54
Romnc3Kngds3*	26	48
RPM Racing	7	16
Run Saber	14	30
Secret Of Mana	34	55
Sengoku*	26	48
Shadowrun	32	50
Shanghai 2	28	48
Side Pocket	26	48
Sim Ant	26	45
Sim City	22	42
Sim Earth	22	40
Simpsons-B Ntmr	10	25
Skins Game	24	42
Skuljager	10	28
Smart Ball	14	30
Snow White*	26	48
Soldiers Of Frtne	26	48
SOS*	26	48
Soulblazer	28	48
Space Ace*	26	48
Space Ftbl	10	30
Space Mgfrc	16	30
Spanky's Quest	20	40
Spcl Tee Shot	26	44
Spellcraft*	26	44
Spdrman/X-Men	12	35
SpindizzyWorlds	20	39
Sports Illstrd	24	44
Star Fox	18	38
Star Wars	20	38
Steel Talons	26	48
Street Combat	20	40
Street Ftr 2	12	30
Street Ftr2Turbo	20	55
Strike Gunner	22	40
Sunset Riders	26	48
Superman*	24	44
SuprAquaticGms	14	30
Supr Basbl Sim	6	22
SuprBsball2020	18	38
SuprBasesLded	3	22
SuprBasesLded2*	26	48
Supr Batter Up	20	38
Supr Battleship*	30	48
Supr Battltank	12	28
Supr Battltank 2	26	48
Supr Black Bass	36	60
Supr Bomberman	18	38
Supr Bowling	26	42
Supr Buster Bro	20	40
Supr Caesar's	24	42
Supr Conflict	22	40
Supr Dodge Ball*	24	45
SuprDoubleDrag	20	38
SuprEmpStkBck	24	48
Supr Ghouls	10	20
Supr Goal 2*	26	48
SuprHighImpact	18	36
Supr James Pond	26	44
Supr Mario Wrld	4	12
Supr Mr AllStars	26	45
Supr NBABsktbl	20	38
Supr Ninja Boy	20	38
Supr Nova	26	48
Supr Off Road	12	25
SuprOffRd Baja	$20	$38
Supr Play Act Fb	4	15
Supr R Type	6	15
Supr Scp(6in1)	2	10
Supr Slam Dunk	18	40
Supr Slap Shot	14	30
Supr Smash TV	12	22
Supr Soccer	22	40
SuprSoccerChmp	22	40
SuprSonicBlstmn	14	30
SuprStrike Eagle	24	44
SuprTecmoBowl	30	50
Supr Tennis	10	22
Supr Troll Isld*	26	48
Supr Turrican	20	38
Supr Valis 4	16	30
Supr Widget	20	40
Swampthing	26	45
Tazmania	28	45
TMNT 4	16	32
TMNT TornFtrs	32	55
Tennis Tour	26	48
Terminator	20	38
Terminator2-Arc	24	44
Terminator2-Jdg	24	44
Test Drive 2	22	40
ThomasTheTank	26	44
Thunder Spirits	10	20
Timeslip	26	48
TinyToon/Buster	22	40
TKO Boxing	8	28
Tom & Jerry	26	44
Tony Meola Sccr	26	48
Top Gear	24	42
Top Gear 2	32	55
Total Carnage	26	50
Toys	16	35
Troddlers	18	35
Tuff E Nuff	20	40
Turn & Burn*	26	48
Ult Fighter	24	44
Ultma-Flse Prpht	24	45
Ultrabots	24	45
Ultraman	8	16
UN Squadron	10	22
Uncharted Wtrs	30	54
UndercvrCops*	26	48
Universal Sold	24	44
Untouchables	24	44
Utopia	24	44
Vegas Stakes	34	55
Wailalae C C	18	36
Warpspeed	16	38
Waynes World	18	35
We're Back	24	42
Wheel Fortune	28	48
Whirlo	24	44
Wicked 18 Golf	24	44
Wing Comnder	10	22
Wing Comnder2	22	40
Wings2 AceHigh	16	38
Winter Extreme*	26	48
Wntr Olympics*	26	48
Wizard Of Oz	28	50
Wizardry 5*	26	48
Wolf Child	18	38
Wordtris	20	38
World Heroes	18	40
World Lg Sccr	10	22
World Soccer 94	26	48
Wrestlemania	10	20
WWF Ryl Rmbl	30	50
X-Kaliber 2097*	26	48
X-Zone	14	28
Xardion	12	28
Y's 3	6	16
Yoshis Cookie	22	40
Yoshis Safari	18	40
Young Merlin*	26	48
Zelda 3	16	35
ZombieAteNgbr	20	40

ACCESSORIES

SuperNes Deck	**$42**	**$88**
Ascii Pad	10	20
AV Wires	1	5
Carry Case	12	22
Champ Joystick	26	60
Comp Pro	8	16
Controllr Qksht	6	18
Dual Turbos(2)	20	38
Ext Cord Cntrl(2)	8	16
FghterStick 6Btn	16	39
Game Genie	26	45
Game Holder	4	8
Justifer	5	22
Mouse	10	22
Misc Joypad	6	15
Misc Joystick	5	15
Multi-Tap(5-Plyr)	6	12
Street Ftr 2 Jstk	22	40
SuprAdvJoystick	12	35
Supr Scope	14	29

***NEW RELEASES**
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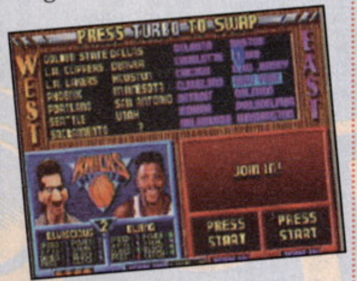
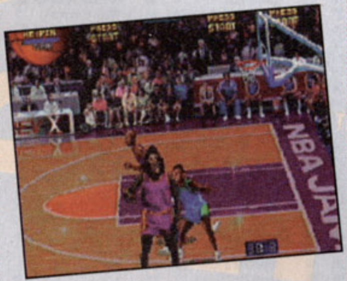
NBA Jam Tournament Edition News Flash

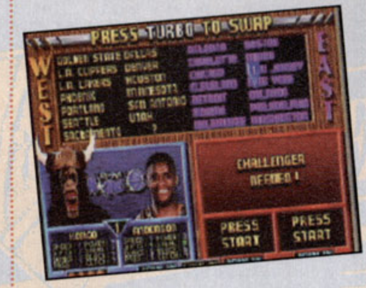
No, you're not going crazy. There were some hidden characters in the original test version of **NBA Jam Tournament Edition** that didn't make it into the final game. At the request of the **NBA**, **Midway** removed eight secret characters, including the Grim Reaper, two Elvis characters, Kong, Raiden, Reptile, and Sub-Zero. In addition, players can't shatter the backboard in the final version of the game.



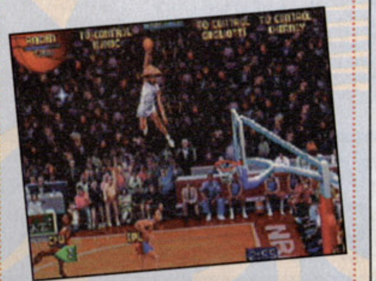
Elviscious



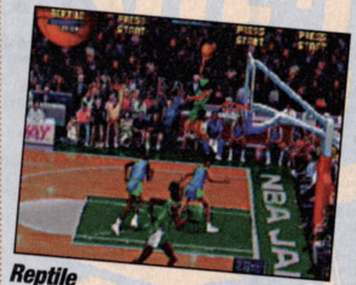
Grim Reaper



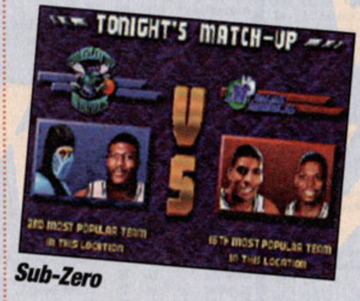
Kongo



Raiden



Reptile



Sub-Zero

Despite the changes, thousands of players have already gotten their hands on the unapproved version of the Tournament Edition – and they've discovered a ton of hidden characters as well. Midway is planning to update all test versions of the game, but if your local arcade has one of the original test versions, you might get the chance to check out some of the following characters before they disappear into oblivion.

A lower price and more software.

3DO Prices Drop

The 3DO Company has cut the price on **Panasonic**'s **REAL 3DO Multiplayer**. Introduced last October at $699.95, the system has been dropped to $499.95. This decrease will also affect the price of the Japanese release. The original price was to be 79,800 yen (approximately $712 U.S.), but this was lowered to 54,800 yen (approximately $500 U.S.).

3DO also announced that it would have 23 new software products out for the machine by the end of May, bringing the total number of titles in its library up to 43. The new batch will include such game products as Sid Meier's C.P.U. Bach (MicroProse), Out of This World (Interplay), and John Madden Football (Electronic Arts).

New Hidden NBA Jam Characters

Barker:	PCB, MAY 9
*Elviscious:	ELV, JAN 8
*Grim Reaper:	GRM, OCT 31
Kerri Hoskins:	KER, OCT 10
*Kong:	KNG, JAN 16
Linda Deal:	LTD, APR 30
Lorraine Olivia:	LOR, FEB 20
*Raiden:	RAD, JUL 9
*Reptile:	RPT, NOV 11
Roger Sharpe:	ROG, AUG 1
*Sub-Zero:	SUB, DEC 5
Tobias:	TOB, AUG 24

Special Characters

Barkley:	BRK, FEB 20
Coleman:	DC_, JUN 21
Ewing:	PAT, AUG 5
Loffredo:	ML_, MAY 25
Olajuwan:	HAK, JAN 21
Pippen:	PIP, SEP 25

Hidden Characters from the Original NBA Jam

Air Morris:	WIL, JAN 1
Carleton:	JMC, AUG 5
Divita:	SAL, FEB 1
Goskie:	TWG, DEC 7
Hey:	JWH, SEP 20
Liptak:	SL_, JUN 24
Mark Turmell:	MJT, MAR 22
Newcomer:	JRN, JUN 18
Oursler:	SNO, JAN 3
Petro:	GNP, OCT 8
Rivett:	RJR, JAN 17

(Special thanks to Thomas Kunka for his FAQ, and the rest of the Internet contributors.)

At press time, the above codes were valid when tested.

*Not in final version.

EA/Brøderbund Meet Halfway

In what many industry insiders see as the making of a major software presence, **Electronic Arts** has announced that it will purchase **Brøderbund** in a $400 million deal. The merger gives EA the strength of Brøderbund's "edutainment" product line, headed by the highly successful Carmen Sandiego series. It also serves to improve the distribution of Brøderbund's products.

Movie Studio Invests in Software Studio

MCA, parent company of Universal Studios and owned by 3DO partner Matsushita, has made an investment in **Interplay Productions**, best known for Clay Fighter, The Lost Vikings, and various Star Trek games. This deal marks another in a flurry of companies investing in software producers.

MCA's Executive V.P. Skip Paul said of the deal, "We will be working through our newly formed Universal Interactive Studios unit to develop MCA properties with Interplay. Not only will we be a bridge to the motion picture, music, and theme park businesses, but we

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Super NES® screens shown. Other systems' screens may vary.

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ABSOLUTE
GAME GEAR
SUPER BATTLETANK
ABSOLUTE
GAME BOY
SUPER BATTLETANK

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*— **Game Hits magazine***

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will also provide access for Interplay to Matsushita's technology." Matsushita has such brands as Panasonic and Technics.

Sega's Theme Park

In a related story, **Sega Enterprises**, according to UPI, has signed a deal with **MCA** to build an "entertainment attraction" at Universal Studios in Hollywood. Though no firm plans were announced, it's expected that the project will be between 30,000 and 50,000 square feet.

In addition to its plans to create "high-tech arcade parks" in two Japanese locations this year, Sega has its very popular – and expensive, with a $5.5 million price tag – VirtuaLand in the recently opened Luxor Hotel in Las Vegas.

Sonic could be a star at Universal Studios.

Project Reality

Nintendo has announced further details on the specifications of its **Project Reality** 64-bit game system, which it is making in partnership with **Silicon Graphics**, the computer-graphics powerhouse whose best-known work was on the movie *Jurassic Park*. One of the surprises is that the system will continue with cartridge-based software. "The choice we made is not cartridge versus CD," Peter Main, Nintendo's vice president of marketing, explained, "it's silicon over optical. When it comes to speed, no other format approaches the silicon-based cartridge."

In creating what Nintendo bills as "the most realistic games ever," each cartridge will contain a minimum of 100 megabytes of data, five to six times more than current SNES games, yet still remain in the same price range as 16-bit carts. According to Nintendo, Project Reality will be rolled out in arcades late this year, with a worldwide introduction for the under-$250 home version slotted for 1995.

Video Games 101

Ever want to create video games, rather than just play them? There's a school in Vancouver, British Columbia, that'll teach you how. The **DigiPen Applied Computer Graphics School** is now offering a two-year course of study for high school graduates and college students who want to create interactive multimedia programs. In the first year, students will learn computer graphics and video game programming techniques. Students then create and implement their own video game ideas in the second year.

To support the new program, Nintendo has supplied DigiPen with special modified Super Nintendos. Approximately 60 students, 18 years and older, will be accepted for the new school year beginning in September. The school will start reviewing applications in June. Call Jason Chu (604/682-0300) for more info.

At the Deadline...

Street Fighter II Movie News: **Capcom** has announced that Jean-Claude Van Damme will play Guile in the upcoming SF II film. Joan Chen, co-star of

Top 10 Video Game Rentals

Nintendo NES	Super Nintendo	Sega Genesis	Sega CD
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2. Kirby's Adventure	2. Ken Griffey Jr. Presents MLB	2. Sonic the Hedgehog 3	2. NHL '94
3. Teenage Mutant Ninja Turtles: Tournament Fighters	3. Mega Man X	3. Mortal Kombat	3. Mad Dog McCree
4. Tetris 2	4. Lethal Enforcers	4. Eternal Champions	4. Tomcat Alley
5. Zoda's Revenge: Startropics II	5. MLBPA Baseball	5. World Series Baseball	5. WWF Rage in the Cage
6. Ren & Stimpy Show: Buckeroos	6. Mortal Kombat	6. NBA Action '94	6. Sonic CD
7. Jurassic Park	7. Disney's Aladdin	7. Disney's Aladdin	7. Dragon's Lair
8. Mario Is Missing!	8. Bugs Bunny Rabbit Rampage	8. Street Fighter II Special Champion Edition	8. Rise of the Dragon
9. WWF King of the Ring	9. Clay Fighter	9. Sonic Spinball	9. Jurassic Park
10. Tecmo NBA Basketball	10. Star Trek: The Next Generation	10. Tecmo NBA Basketball	10. Ground Zero, Texas

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.

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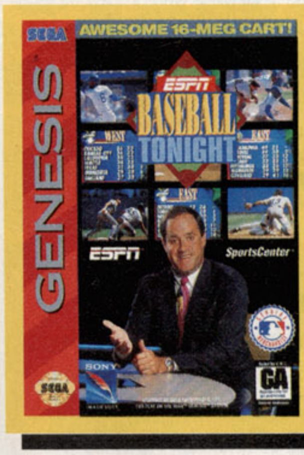

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GP0594

On Deadly Ground, is being tapped for the lead female, presumably Chun Li.

The 32-bit Sega Saturn is reportedly slated for release in Japan at the end of this year with the U.S. version sure to follow soon. Now Sega has announced a 32-bit upgrade for Sega Genesis and Sega CD systems called the Genesis Super 32X. The device will cost $149 with worldwide availability targeted for the Fall.

The Sega 32X is a hardware unit that will attach to the Genesis. It's designed to play Sega CD discs and Genesis carts specifically developed to use its new technology. The unit will house the two Hitachi SH2 RISC chips and the new Video Digital Processor that will power the Saturn. Promised Genesis performance perks include faster processing speed, higher color definition, texture mapping, improved polygon graphics, enhanced scaling and rotation, and CD-quality audio.

At press time no software titles were available. However, Sega announced that it has more than 30 Super 32X games under development for release during the unit's first year, and that third-party licensees are expected to produce a similar number.

This June the Game Boy is getting color and SNES owners will be able to play Game Boy games on a TV! Nintendo's Super Game Boy is an SNES cartridge with a Game Boy adapter. A built-in paint program will enable players to add colors to Game Boy games. New Super GB games will display 256 colors. Donkey Kong will be the first.

The winners of the "Blockbuster Video Game Challenge" are Terry Autrey on the Genesis and Alex Jebailey on the SNES. Both champs are from Orlando, Florida, where the competition was held. The winners each get trips for four to San Francisco, where they'll get tours of Capcom USA and the *GamePro* labs.

Be sure to check out the June *GamePro* for the official tournament guide to the Blockbuster Video 1994 World Game Championship. Sign-up begins May 10, 1994 at participating Blockbuster stores, and features Genesis and Super NES competition. Two Grand Prize winners will fly with their families to California to become *GamePro* editors for a day, reviewing a game for a future *GamePro*; tour local game developers (like Sega and Electronic Arts); receive tickets for a local sporting event; and be digitized into an upcoming EA Strike Series game for the Genesis and Sega CD. This is one contest you won't want to miss out on!

The Game Genie Code Contest held at the end of last year has produced a Grand Prize winner. He's Tommy Hall of Hot Springs, South Dakota. Second Prize went to Shannon Mooney of Jacksonville, Arkansas, and Damon Rossoff of Yonkers, New York.

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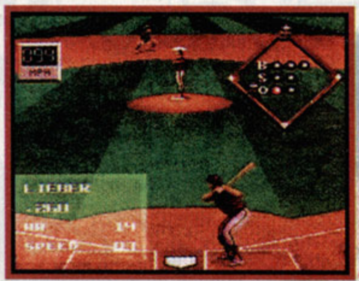

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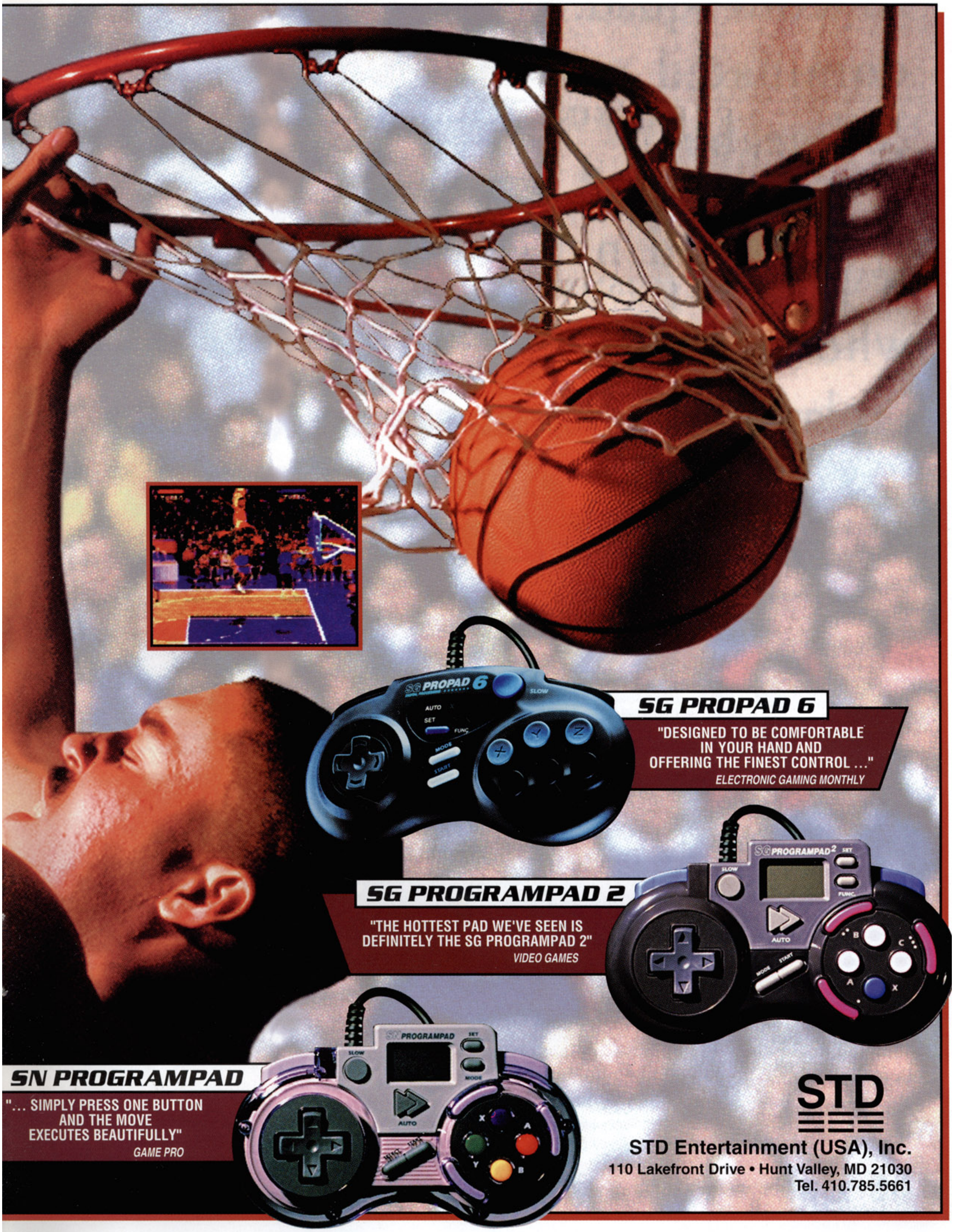

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